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OFFICIAL STRATEGY GUIDE

BY TIM BOGENN
and TIM COX

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maps inside

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ESRB

Windows®
98/2000/ME/XP

grand theft auto III™

OFFICIAL STRATEGY GUIDE

By Tim Bogenn and Tim Cox

LEGAL

by Tim Bogenn

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OFFICIAL STRATEGY GUIDE

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Tim Bogenn: My love for Grand Theft Auto III stems way back to the time I jacked my first Liberty City auto on the PlayStation 2, back in August of 2001. Eight months later, I was asked to author the GTAIII PC guide. Even after playing through the PS2 version enough to write the original guide, I was excited and I jumped at the opportunity. You see, I never stopped playing GTAIII since August of 2001! When a game can be played continually for over half a year and still bring enjoyment, euphoria and curiosity, it says a lot. Beyond the satisfaction of playing the game a few more times, I was even more delighted to add features to this guide that I didn't have time to include in the PS2 guide. And with Tim Cox's phenomenal assistance, as well as his passion for the game, time was no longer the enemy. We are proud to bring you the most comprehensive Grand Theft Auto III guide in existence—enjoy.

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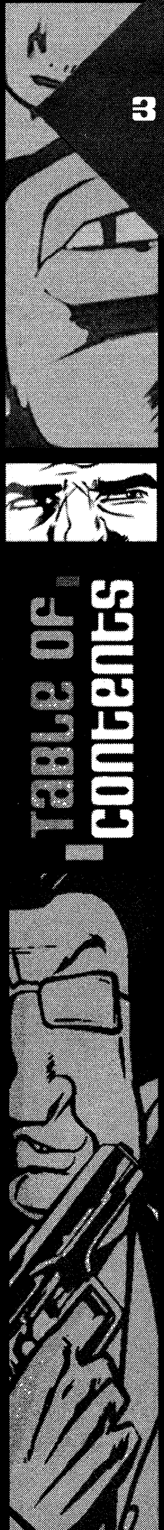
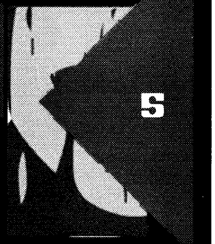
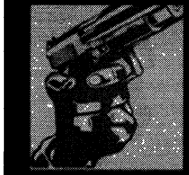


CHAPTER 1

Game Basics

welcome to Liberty City where security is cheap at any price





CONTROLS

There are two basic sets of controls for the two primary modes of your existence—in your car and out of your car. What else is there?!

ON FOOT CONTROLS

Action	Command Key
Fire	Numpad 0; Left Ctrl; Joypad 1; Left Mouse Button
Next Weapon	Num. Pad Enter; Joypad 6; Mouse Wheel Down
Previous Weapon	Numpad (.); Joypad 5; Mouse Wheel Up
Forward	Arrow Up; W
Backward	Arrow Down; S
Left	Arrow Left; A
Right	Arrow Right; D
Jump	Right Ctrl; Joypad 3; Space
Sprint	Right/Left Shift; Joypad 2
Zoom In	PageUp; Joypad 3; Z
Zoom Out	PageDown; Joypad 2; X
Enter/Exit	Return/Enter; Joypad 4; F
Change Camera	Home; C
Target	Right Mouse Button; Delete
Look Behind	Numpad Pad 1; Middle Mouse Button; Caps Lock

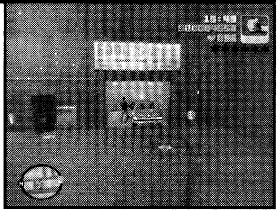
To begin a 30-second replay, press F1; use the mouse to move the camera angle around.

IN-CAR CONTROLS

Action	Command Key
Fire	Numpad 0; Left Ctrl; Joypad 1; Left Mouse Button
Forward	Arrow Up; W
Reverse/Brake	Arrow Down; S
Handbrake	Right Control; Right Mouse Button; Space
Left	Arrow Left; A
Right	Arrow Right; D
Enter/Exit	Return/Enter; Joypad 4; F
Radio	Insert; Mouse Wheel Up; R
Horn	Left/Right Shift
Sub-Mission	Numpad (+); Caps Lock
Change Camera	Home; C
Turret Left	Numpad 4
Turret Right	Numpad 5
Turret Up/Dodo Up	Numpad 9
Turret Down/Dodo Down	Numpad 6
Look Left	Numpad 1; Joypad 5; Q
Look Right	Numpad 2; Joypad 6; E
Look Behind	Combo: Look Left and Right

SAVING YOUR GAME

HIDEOUTS



Your Hideout appears on the radar as a small, green house icon in each of the three major districts of Liberty City (Portland, Staunton Island, and Shoreside Vale). As soon as you enter a new district, only that district's Hideout will appear on the radar.

To save your progress, you'll enter a small room, an elevator, or an apartment foyer. You can save your game only when you are *not* working on a mission, just as you cannot take a second job while you're already working on another.

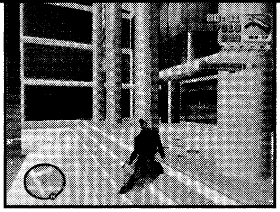
Your Hideout is always near a large garage, which will make it possible for you to park and save a car with your game save. As you progress to new districts, you are incrementally allowed to save more cars. To do this, drive a vehicle in, then exit the garage and save by entering the Hideout door. Keep in mind that saving your progress will advance the in-game clock by six hours.

REFUGE AND REPAIR

There are other advantages to returning to your Hideout and saving your game. When you park a damaged car in the garage and reopen the garage, the car will be repaired. This, however, will not work during all missions. But, it is guaranteed to work between missions. Also, if you've been collecting Hidden Packages and completing the emergency vehicle and taxi missions, the power-ups you unlock will continually regenerate at your Hideout!

GETTING WASTED OR BUSTED

HOSPITALS: WASTED!



This is where you end up if you try to swim with the fish by getting shot up, blown up, run over, roughed up too much or, in short, "Wasted." You'll always go to the closest hospital, where they will stitch your remains back together and replenish your health to 100%. On the downside, it will cost you $1000, which is automatically deducted from your account to cover the medical bills. On top of that, they take all of your weapons! If you get "Wasted" during a mission, you fail it.

HEALTH TIPS

Enter an Ambulance when you're injured to receive 20 points of health. You can always find some Health power-ups outside the hospitals in Liberty City. Check out the Hooker cheat in the Secrets chapter for bonus health!

POLICE STATIONS: BUSTED!

When you get arrested, you're taken to the nearest police station. The cops then take $400 in bribery money, as well as all your weapons. Also, you fail a current mission when you get arrested You must get knocked down to the ground by the authorities or pulled out of a vehicle and have a Wanted Level to get arrested. Otherwise, the cops will just kill you and you'll be sent to the hospital. So, if you see a cop opening your car door, put the pedal to the metal!

Wanted Level

The row of six stars in the top-right corner of the screen indicates your level of bad behavior. If you do nothing to pacify the authorities and only antagonize them further, your Wanted Level increases, and stronger forces are sent in pursuit.

Before you can enter Staunton Island, you can reach a Wanted Level of only 4 because at that time, there are no FBI or Army in Portland. In Staunton Island, a Wanted Level of 5 is maximum you can attain until you enter Shoreside Vale, where the Army can be called in. After unlocking all three districts, you can reach a Wanted Level 6 anywhere.

Portland

WANTED LEVEL	REPERCUSSIONS
1	LCPD
2	LCPD Level 2
3	LCPD Roadblocks & 1 Helicopter
4	SWAT w/ SWAT Roadblocks & 1 Helicopter

Staunton Island

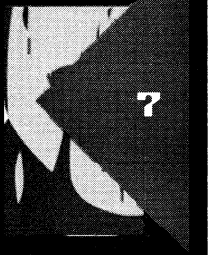
WANTED LEVEL	REPERCUSSIONS
1	LCPD
2	LCPD Level 2
3	LCPD Roadblocks & 1 Helicopter
4	SWAT w/ SWAT Roadblocks & 1 Helicopter
5	FBI & 2 Helicopters

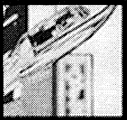
Shoreside Vale

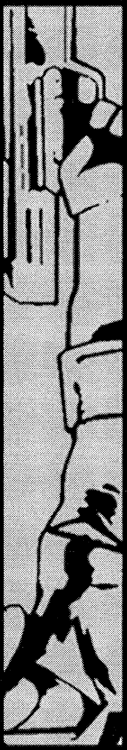
WANTED LEVEL	REPERCUSSIONS
1	LCPD
2	LCPD Level 2
3	LCPD Roadblocks & 1 Helicopter
4	SWAT w/ SWAT Roadblocks & 1 Helicopter
5	FBI & 2 Helicopters
6	Army w/Trucks, Tanks, & 2 Helicopters

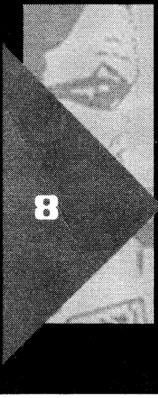
Wanted Level Breakdown

The following is a breakdown of the Wanted Levels by stars. It covers the kind of law enforcement resistance you can expect to face when all three districts are open for travel.









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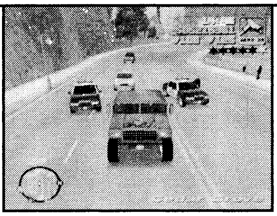
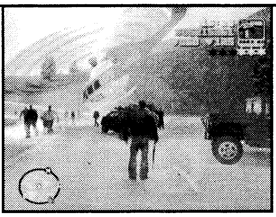


Police officers on foot and in patrol cars will look for you and bust you if you let them pull you from your vehicle or throw you down to the ground. However, you can easily lose this Wanted Level by laying low for a short period.

☆☆

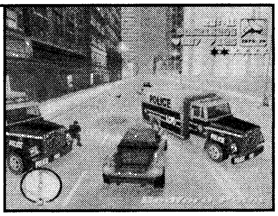
Police become more aggressive in their pursuit of you at this stage. You will usually see two aggressively-driven Police cars with two officers in each vehicle. You cannot lose a two-star Wanted Level by laying low.

☆☆☆



One police helicopter is called into action, plus Police car roadblocks will be constructed. However, Police car pursuit is lighter. You're making some bad choices, bucko!

☆☆☆☆



The number of police cars pursuing you becomes greater. The helicopter is still whirling above, and Police car roadblocks are replaced by SWAT roadblocks (Enforcers). Also, the SWAT Team members pack Uzis. You're becoming popular. Your poster is up at the post office and on the back of milk cartons!

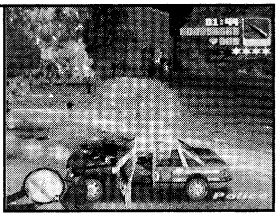
☆☆☆☆☆

Now there are two helicopters in the sky, and the FBI has taken over to replace the SWAT roadblocks with FBI cars. The Police are no longer involved; the government is handling the situation now. Expect to see three FBI cars continually appear out of nowhere and franticly assault you. If you stop, they'll stop, and four agents will emerge from each vehicle to spray you with AK-47 bullets! The helicopter remains a threat in the skies. You're really in it deep now!

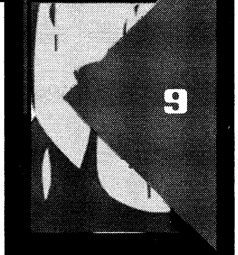
☆☆☆☆☆☆

Kiss your butt goodbye! The Army has replaced the FBI! Tanks and Barrack OLs full of armed force guards packing M-16s are all over the place. Barrack OLs have replaced the FBI car roadblocks, and three Rhinos (tanks) can usually be seen in pursuit. Two helicopters remain in the sky. You'd better be in a Rhino yourself. Otherwise, start thinking of a good epitaph for your gravestone!

Breaking the Law

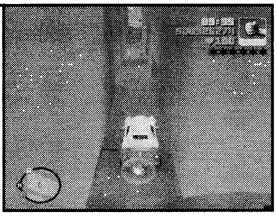


If you run over, shoot, or punch a cop, your Wanted Level will increase. If you just target a police officer with a weapon and don't fire it, you'll receive a Wanted Level. Yep, they saw it! If you try to steal a Police car while a cop is still inside it, the heat will be all over you. Also, just bumping a police car hard enough to spill his coffee will get your face in the post offices.



DECREASING YOUR WANTED LEVEL

There are just a few ways to reduce your Wanted Level. You can lay low, make yourself scarce, and get out of sight for a period. This works only with Level 1. For higher levels, you can go to a Pay 'N' Spray to get rid of all the levels. Just don't try to paint over an emergency vehicle—they just don't take 'em that hot! Completing the mission or the Rampage Challenge you are currently working on will also clear your Wanted Level. This means if you fail the mission or Rampage Challenge, the Wanted Level will remain.



To bring your Wanted Level down one at a time, you can find **Police Bribes** scattered throughout Liberty City. These are the gold star icons found in alleyways and other hidden places. There's one in the alley a block away from the Police Station in Portland. It's conveniently placed there in case you steal some wheels right in front of the cops after getting busted.

MAKING YOUR OWN BRIBES

By completing 20 Vigilante Missions in Portland, you'll unlock two Police Bribes at your Hideout (10 successful missions equal one Police Bribe). Complete 20 Vigilante Missions in Portland, Staunton Island, and Shoreside Vale to accumulate a total of six Police Bribes at your hideouts. This is enough bribing to get the hostile army off your back!

RUNNING

To run, hold down either *Shift key* or *Joypad 2* and control your character in any direction. Sooner or later, your character will become exhausted and slow to a walk again. If you stop on the spot to enable him to catch his breath, he'll recover more quickly than if you continue trying to run (slowly). If you don't stop to rest at all, eventually you will begin to run again, but not the distance you could have run had you stopped to catch your breath.

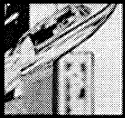
EXERCISE

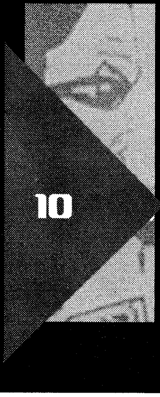
The more you run, the more endurance you build up—just as exercise puts you in better shape in real life. So, when you're not working on a mission and looking for items and weapons, try hoofing it instead of taking a car and you'll see the advantages in the long run.

ACTION TIPS

SHOOTING

Use the *Mouse Wheel, Numpad Enter* and *(.)*, or *Joypad* 5 and 6 to cycle through your weapons. Press *Numpad 0, Left Ctrl, Joypad 1*, or the *Left Mouse Button* to shoot the weapon, hold the *Right Mouse Button* or the *Delete key* for targeting,





★★★★★★

STREET SHOTS

Beware that any shooting in the city will attract law enforcement.

RUNNING WHILE SHOOTING

Hold down the *Right Mouse Button* or the *Delete key* to remain locked onto targets while you're running and shooting. Turn your back toward the locked target to reach around and shoot behind yourself!

There are only a few weapons that you can hold and run at your normal speed. You can hold the Handgun, Uzi, Grenades, and Molotov Cocktails and still achieve maximum running speed. On the other hand, you can use some weapons only while you're standing still. The Rocket Launcher, Flame-thrower, Sniper Rifle, and M-16 cannot be fired while you are walking or running.

DRIVE-BY SHOOTING

Enter any car with an Uzi in your arsenal and press *Numpad 0*, *Left Ctrl*, *Joypad 1*, or the *Left Mouse Button* to fire. Your character will reach his arm out the window and fire! Control your aim by moving forward and backward with your vehicle. In some missions, a Drive-by shooting is a requirement, and you receive an Uzi with unlimited ammo for the duration of the mission. Otherwise, if you don't have an Uzi, a Drive-by shooting is impossible.

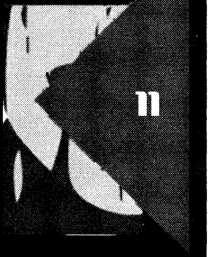
DRIVING

The handbrake's default assignment is *Right Ctrl*, *Right Mouse Button*, or the *Space key*. This is a much more useful brake than the regular brake (*Arrow Down*, *Joypad 3*, or *S*) for the style of driving that you'll be doing. Using the handbrake in conjunction with sharp turning maneuvers will enable your car to power slide around corners. The regular brake will only slow you down more quickly and with limited sliding, which forces you into a wider, slower turn. However, using both brakes together is often necessary when you're going too fast for a turn. If you're speeding through town and need to whip around a corner without flipping, first depress the normal brake, then add the handbrake, and then turn. The result should be a sharp, controlled power slide turn. With practice, you'll discover how each car reacts to handbrake turns at high speeds, and when the regular brake should be used for a controlled stop.

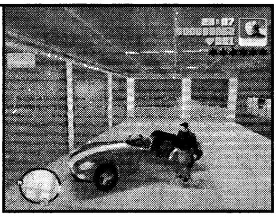
CAR JACKING

Don't try this at home, kids! Stand in front of a moving vehicle to make it stop, then face it and press *Return/Enter*, *Joypad 4*, or the *F key*. As soon as you enter the car, slam it into reverse or hit the gas to keep the driver from pulling you back out of the vehicle. Not all civilians will try to reenter their cars, but it's best to be safe.

For the most part, you can have any vehicle on the road. However, you can't car jack every car; sometimes you'll find a locked car. If that occurs, just set your sights on another vehicle.



fast cars



You can always count on the local gangs to have the fastest cars. If you need one at the beginning of the game, and you're nowhere near the Banshee at the Easy Credit Autos dealership, then the next best thing is a Mafia Sentinel, a Diablo Stallion, or a Police Car. When you reach Staunton Island, you'll find that the Yakuza gang has the best cars. However, there are nicer parts of town where the business people drive Cheetahs, Banshees, Stingers, and the coveted Infernus!

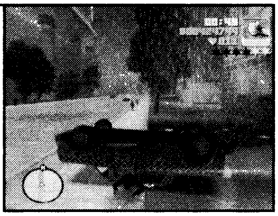
car radio

Each vehicle is tuned to its own radio station. Press the *Insert key*, roll the *Mouse Wheel Up*, or press *R* to change the station. You can also adjust the radio's volume by accessing the Pause menu. Keep cycling through the stations to turn off the radio altogether.

mp3/wav radio

To play valid MP3 or WAV files on your car radio, place the files (or shortcuts to such files) into the **/gta3/mp3/** directory. They will be treated by Grand Theft Auto 3 as an "MP3" radio station. If you use shortcuts, they can target files on your local hard drive or files on a LAN. Internet (URL-based) shortcuts are not supported.

when to bail out



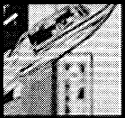
It's very important to know when to bail out of a vehicle. Regardless of your car's condition, even if it's brand spanking new, it will eventually explode if it overturns and remains upside-down! Press your Enter/Exit key command of choice (*Return/Enter*, *Joypad 4*, *F key*) repeatedly as the vehicle is turning over (and when you know it won't flip back onto its wheels) to exit as quickly as possible—usually when the vehicle is completely stationary. Take off running to avoid getting caught in the overturned vehicle's explosion.

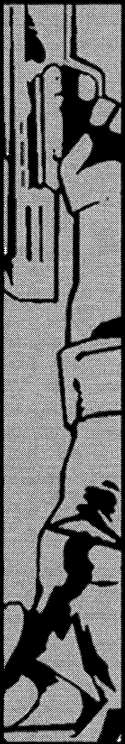
As the game progresses and the gangs become more unruly, they'll begin to fire upon your vehicle as you pass through their turf. Eventually, their firepower will cause your vehicle to catch fire. As soon as the first flames appear, stop your car and start running because your car is about to explode!

stats menu

The in-game Stats menu is huge! It tracks everything! Check this menu frequently to see where you stand as a criminal and to keep track of—well, just about everything.

MENU CATEGORY	DESCRIPTION
Criminal Rating	Pickpocket, Thug, Hustler, Associate, Cleaner, Assassin, Right-hand man,Executioner, Capo, and Boss (5000 points). This number increases as your game percentage completion rises, use Pay 'N' Spray, and just do bad things. This number decreases as you get Busted and Wasted!
Percentage Completed	Reach 100% by completing all the bosses' jobs including extra jobs taken from phone booths, Off-road and Toyz Van challenges, 20 Rampages, and 20 Unique Jumps. Complete 60 Vigilante missions (20 per island), 100 Taxi missions, 60 Fire Truck missions (20 fires per island), and take 70 trips to thehospital as you rescue people in an Ambulance. Reach Paramedic Level 12 (Infinite Run). Complete the lists at the Import/Export garages in Portland andShoreside Vale. Complete the Emergency Vehicle collection in Portland Harbor. Collect all 100 Hidden Packages.
Mission Attempts	Tally of how many times you've attempted any and all the missions.
Missions Passed	Tally of how many of the 73 missions have been completed (includes Toyz, Off-road challenges, and phone booth jobs).





Rampages Passed	Tally of how many out of the 20 total Rampages have been completed.
Hidden Packages	Tally how many of the 100 Hidden Packages of drugs have been found.
Unique Jumps Completed	Tally of how many of the Unigue Jumps have been passed. These locations are indicated on the Unique Jumps Maps in this guide.
Days Passed in Game	Time keeps on ticking, ticking, ticking...
People You've Wasted	Tally of all who have died because you exist.
People Wasted by Others	Tally of all who have died because of others like you in this world.
Cars Exploded	Tally of all vehicles that you grew to love and destroyed, hated and destroyed, or were just near and destroyed.
Times Busted	Tally of how many times you weren't as quick as the cops.
Hospital Visits	Wasted Tally.
Gang Members Wasted	Tally of Shoreside Hoods, Uptown Yardies, Triads, Leone Family Mafia, Colombian Cartel, Yakuza, and Diablos wasted.
Criminals Wasted	Tally of non-gang-related, or vigilante mission criminals wasted.
Helicopters Destroyed	Tally of helicopters you destroy with the M-16 or Rocket Launcher.
Kgs of Explosives Used	Kgs are Grenades. This stat shows the number you've used.
Accuracy	A percentage of how many weapon attacks hit their mark.
Best Turismo Time in secs	El Burro's phone will continually ring, allowing you to compete in the Turismo race in Portland again. This number displays your best time.
Patriot Playground in secs	Your best time completing the 4x4 challenge "Patriot Playground," found in Portland, is shown here.
A Ride in the Park in secs	Your best completion time of the 4x4 challenge, "A Ride in the Park," found in Staunton, is displayed here.
Gripped! in secs	Your best completion time of the 4x4 challenge, "Gripped!," found in Shoreside, is displayed here.
Multistorey Mayhem in secs	"Multistorey Mayhem," the challenge using a Stallion at the car park in Staunton. Your best time is recorded here.
Longest Flight in Dodo	Yeah! You can actually fly the clipped-winged aircraft. Your longest time in the air is recorded here. See our flying tips in the Secrets section of this guide.
Best Time for Bomb Defusal	This stat refers to D-Ice's job, "Rigged to Blow." His phone will keep ringing after all his missions are completed to allow you to try for a better time at this challenge.
Cars Crushed	How many times you've used the Car Crusher in Portland near 8-Ball's shop.
Bling-Bling Scramble Most Checkpoints	Tally of how many checkpoints you were able to hit in El Burro's race against his Diablo drivers. His phone in Hepburn Heights will continue to ring after all his jobs are complete to allow you another go at it.
Gang Cars Totaled	Tally of how many successful targets were hit in the following Toyz Van Challenges: Diablo Destruction (Portland), Mafia Massacre (Portland), Casino Calamity (Staunton), and Rumpo Wrecker ("Rumpo Rampage in Shoreside).
Distance Traveled on Foot	Amount of miles you've hoofed it. Reach 100 miles, and you'll have incredible endurance.
Distance Traveled by Car	Amount of miles you traveled in all vehicles combined.
Mm Rain Fallen	Millimeters of rain fallen in all of Liberty City.
Max. INSANE Jump Figures	When you complete an insane aerial, the following dynamics are recorded: max. jump distance, height, amount of flips per jump, and rotations.
Best INSANE Stunt so far	A name is given to your top jump performance, such as "Perfect Double Insane Stunt." These Insane Stunts are not the same as Unique Jumps, but they can occur while attempting a Unique Jump. Insane Stunts can happen anywhere at anytime.
Passengers Dropped Off	Tally of how many fares were completed in the Taxi missions.
Cash Made in Taxi	Total amount of money (in fares) made while in the Taxi
People Saved in an Ambulance	Total amount of patients saved while in the Paramedic (Ambulance) Missions.
Highest Paramedic Mission Level	Continue to save patients without ending the mission, and you'll reach higher levels. Reach level 12 to unlock the Infinite Run Cheat.
Criminals Killed on Vigilante Mission	Tally of how many criminals were killed while taking the Vigilante jobs in a Police Car.
Total Fires Extinguished	Tally of how many car fires were doused while taking the Firefighter jobs in a Fire Truck.
Daily Police Spending	Tally of how much the police spend to clean up from the havoc you cause in Liberty City.

Items

When used during a mission, the following items will not reappear at the spot where you took them until you complete the mission. When used outside of a mission, they will reappear after saving your game, or when you touch the back wall of your hideout garage—except in Shoreside Vale. See the Secrets section of this guide for more details.

The exception to this rule is the Hidden Packages and the Rampage icons. If you fail a Rampage Challenge, the icon moves to its alternate location. If you pass the Rampage Challenge, the icon will never reappear unless you begin a new game. Also, as soon as you collect a Hidden Package, it will never reappear, even if you found it while in a mission and then failed that mission.

Body Armor

When you find one of these charms, a Body Armor meter appears near your Health meter in the top-right corner of the screen. Your armor will absorb the damage inflicted on you. You begin with 100 maximum. When your armor is fully depleted, damage is subtracted from the Health meter. There are five in Portland, five in Staunton Island, but only four in Shoreside Vale.

Health

Mostly found around hospitals, these heart-shaped power-ups restore your health to a maximum of 100. If you aren't hurt, you won't be able to pick them up. There are 12 in Portland, 12 in Staunton Island, and eight in Shoreside Vale.

Adrenaline

These little drug power-ups give you superhuman fighting abilities and strength. Pick one up and then punch someone to see what we mean! You can even push cars around like they're little red wagons. An Adrenaline rush lasts for a short period of time, but as soon as you enter a vehicle, the Adrenaline rush ends. There are five in Portland, four in Staunton Island, and five in Shoreside Vale.

Hidden Packages

There are 100 Hidden Packages in Liberty City. Each Package earns you $1,000! Collect them in 10s, and power-ups will begin to regenerate at your Hideouts. There are 33 Hidden Packages in Portland, 36 in Staunton Island, and 31 in Shoreside Vale. See the Hidden Package Maps in the color section of this guide for the locations of all 100 Hidden Packages!

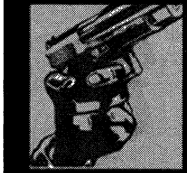
Police Bribes

Each police badge you pass through reduces your Wanted Level by one. Bribe the Police and you can get away with murder—literally! There are eight in Portland, 10 in Staunton Island, and six in Shoreside Vale. Complete the Vigilante missions to make Police Bribes appear at your Hideout!

Rampages

Pick up one of these skull icons to begin a Rampage Challenge. Rampages challenge you to complete a task within a specific time. For example, you'll have 120 seconds to destroy 20 objects or gang members. Succeed, and you win some dough. Fail, and the Rampage icon moves to a second location. Fail again, and it moves back to its original location, and so on. There are six in Portland, seven in Staunton Island, and seven in Shoreside Vale. They will not appear if you are currently involved in any other mission.

Check out the Rampage Challenge section in the Side Missions chapter of this guide for more information. It contains comprehensive strategies to help you win each challenge. Plus, Rampage Maps in this guide's color section indicate each icon's starting location and alternate location should you fail a Rampage on the first try.



Weapons

Weapon power-ups can be found in various locations and don't require you to always loot the slain. All weapons have unlimited ammo caches, meaning every time you pick up the same weapon, its ammo is added to its limitless ammo storage. Portland is home to nine such power-ups, but no Rocket Launcher, M-16, or Sniper Rifle varieties. There are eight weapon power-ups in Staunton Island and nine more in Shoreside Vale—and they're all good!

Baseball Bat

These will be used for the business of clubbing thugs, rather than for sport!

Handgun (Colt 45)

In 1835, Samuel Colt began manufacturing these revolvers and must have stockpiled every one of them in Liberty City! You can't walk down the street without tripping over one. This light weapon gives you the ability to run and shoot at the same time. Don't leave home without it.

Uzi

This rapid-fire machine gun is far more damaging than the Colt 45, and it can be fired while running. It maintains fair performance at long range.

Shotgun

Double barrels of danger! This pump-action weapon is not suited to long distance targeting, but it's the best choice for up-close and personal carnage. You cannot run and shoot with this weapon.

Molotov Cocktail

This explosive device serves up a gasoline-filled bottle with a rag stuffed in the top. The poor man's grenade is best used for your torching needs. Press and hold the Shoot button longer to toss the cocktail further.

Grenade

Although it's much more sophisticated on the evolutionary scale of things than the Molotov Cocktail, it still serves the same general purpose—with quicker results. Use the same button technique as described with the Molotov Cocktail to gauge the distance of your throw.

AK-47

Designed by Mikhail Timofeyevich Kalashnikov, this weapon fires rounds slower than the Uzi, but is more deadly and accurate at longe range. You cannot run and shoot with this weapon.

M-16

A United States weapon, the M-16 was created at Johns Hopkins University in September 1948 for the purpose of increasing the effectiveness of military operations. This weapon is very powerful and will take out vehicles in a flash flurry of bullets. It uses a sight and you'll feel the recoil as it's fired. You cannot run and shoot with this weapon.

Sniper Rifle

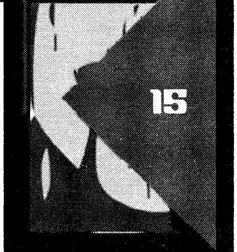
This is the appropriate weapon for difficult missions. It uses a zooming scope for precision and is able to dispatch enemies with deadly accuracy from great distances. Use this weapon when you don't want to attract attention.

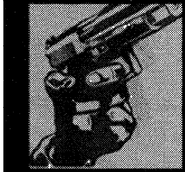
Flame-Thrower

The German Army first began experimenting with flame-throwers in 1900. You can continue the tradition in the 21st century in Liberty City. The flame-thrower uses nitrogen to force oil through the nozzle. Ignited by a small charge, the oil becomes a stream of fire. You can't run and fire this weapon, and you wouldn't want to even if you could.

Rocket Launcher

This shoulder-mounted weapon fires a small fin-stabilized, rocket-propelled grenade. Pulling the trigger releases an electric current that will ignite the ammunition's rocket stage. Short-range ignition is suicidal. This weapon uses a fixed sight and has a safety lock when not supported correctly for firing.

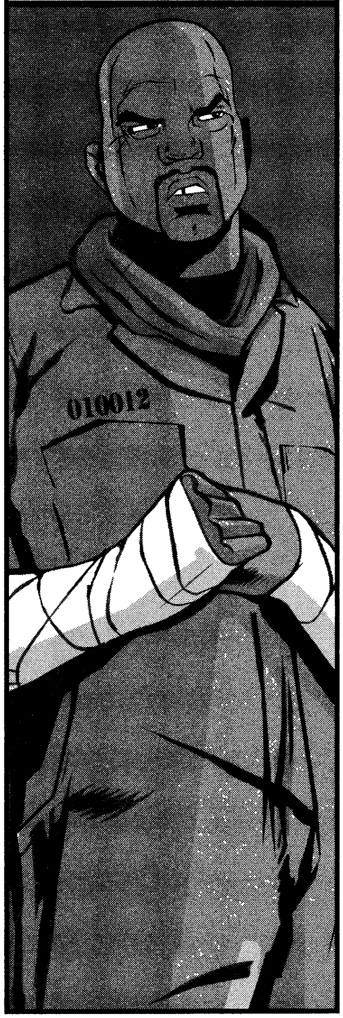




THE MAIN PLAYERS

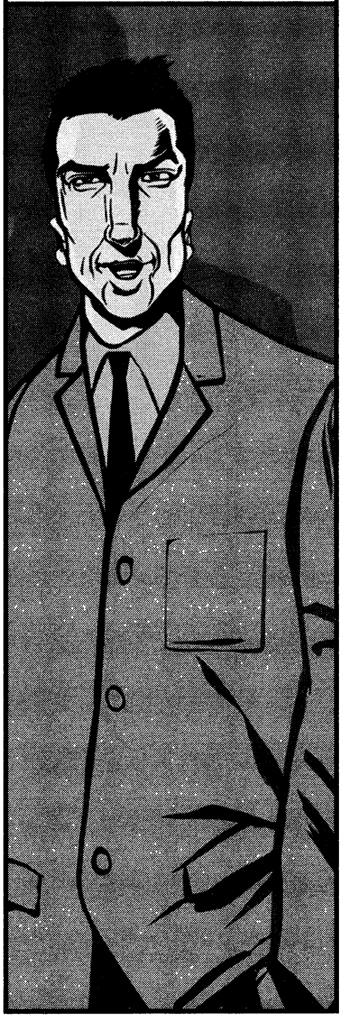
8-BALL

Your comrade in crime is a bomb expert and franchise owner of 8-Ball's Autoyard, a facility that offers car accessories and upgrades. After escaping the shackles of the law, he was able to get back into business—nobody's business!



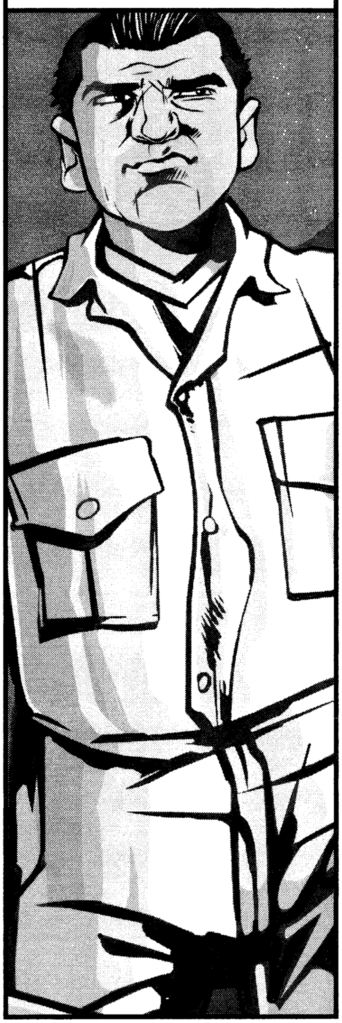
LUIGI GOTERELLI

If you gotta climb da ladder of crime, you might as well start with the lowest rung. Luigi Goterelli runs a strip joint in Portland, the Sex Club 7, for the Mafia. It's nothing more than a front to pimp the ladies to the more affluent clients.



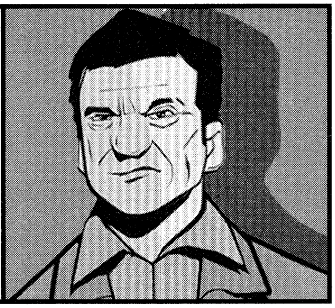
JOEY LEONE

The Don's only living son, Joey owns a garage in Trenton where he services only the finest stolen vehicles. His spite for the Forelli Brothers and love for hitting the banks will keep you plenty busy—and with a name like Leone, it's got to get you somewhere.



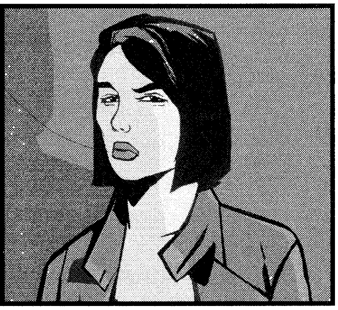
TONI CIPRIANI

Toni Cipriani is the Mob's number one extortionist, debt collector, and... well, mama's boy. If you need to see Toni, he can always be found at Mamma Cipriani's restaurant in St Mark's. Get involved with Toni, and you'll be an instant 'hit' at any Triad parties!



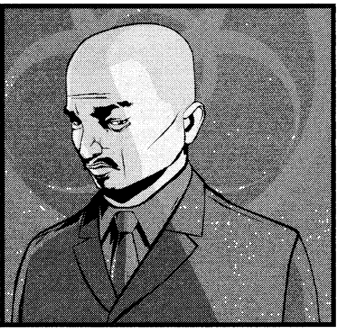
ASUKA KASEN

Born into the Yakuza crime syndicate, Asuka proves she can run with the toughest of them. However, to earn her trust you must bite the hand that feeds you. That may not prove to be so puzzling when you discover that the hand wants you dead.



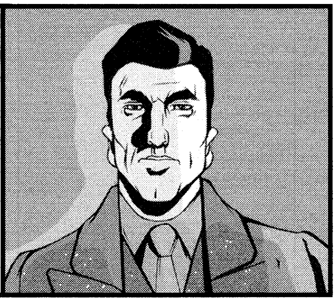
KENJI KASEN

Owner of Kenji's Casino in Torrington, member of the Yakuza crime syndicate, and brother to Asuka Kasen, Kenji Kasen has a lot to lose if the Colombian Cartel push SPANK in Staunton Island. Rub elbows with Kenji, and you'll be thrown back into the war that you thought you left back in Portland.



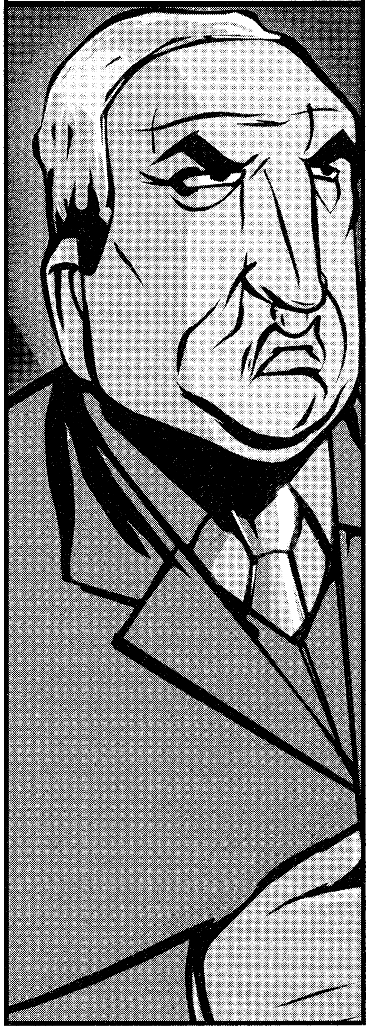
DONALD LOVE

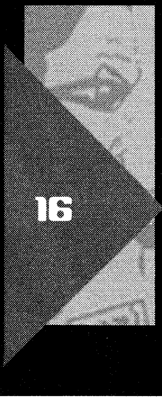
Playboy millionaire, Donald Love, CEO of Love Media, has a skeleton in his closet and he visits it frequently! Taking jobs from him is a no-brainer, but look closely at your reward because Donald's hobby is counterfeiting.



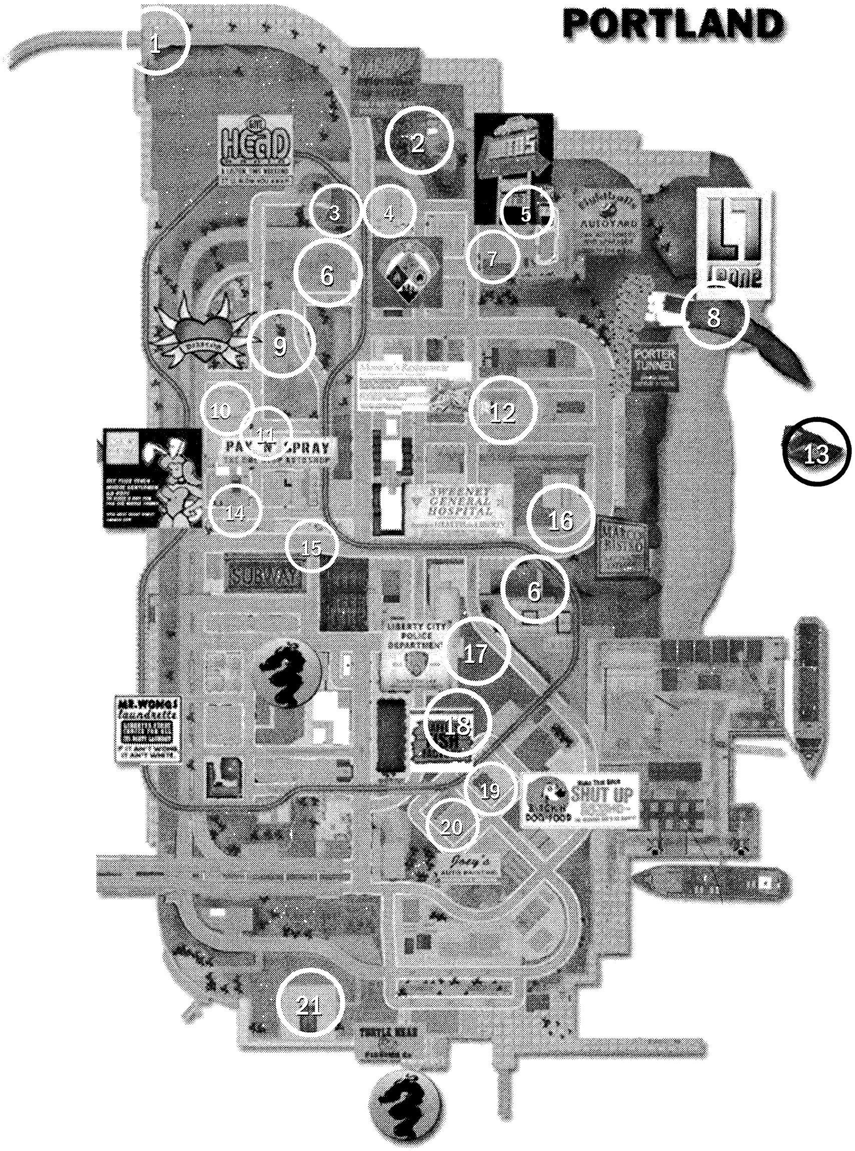
SALVATORE LEONE

The Don, the Mafia's big cheese. If you are the best at being bad and can get jobs from Salvatore, you'll certainly see some serious green, but with the job comes grave uncertainty that you may not live to enjoy the wealth. With the war brewing with the Colombian Cartel and the ongoing skirmishes with the Triads, you'd better get life insurance with your earnings.





PORTLAND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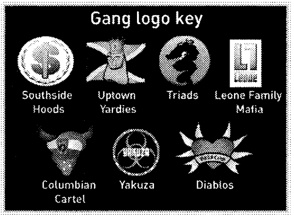
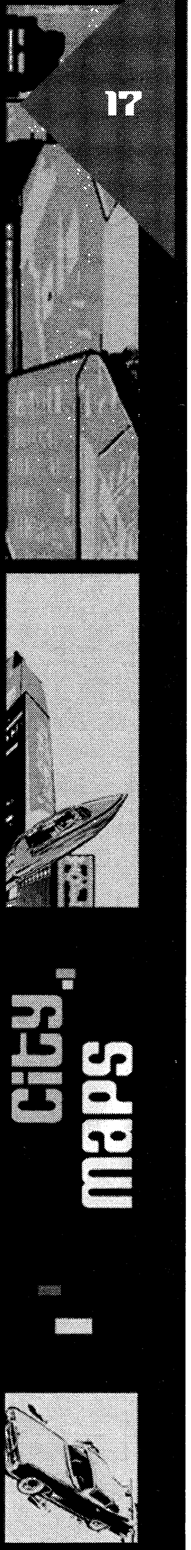
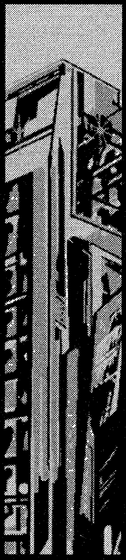
Leone
PORTER TUNNEL
PAY 'N' SPRAY
SUBWAY
Momma's Restaurant
SWEENEY GENERAL HOSPITAL
MARCO'S BISTRO
LIBERTY CITY POLICE DEPARTMENT
MR. WONGS laundrette
SHUT UP
BITCH'N' DOG FOOD
Joey's
TURTLE HEAD

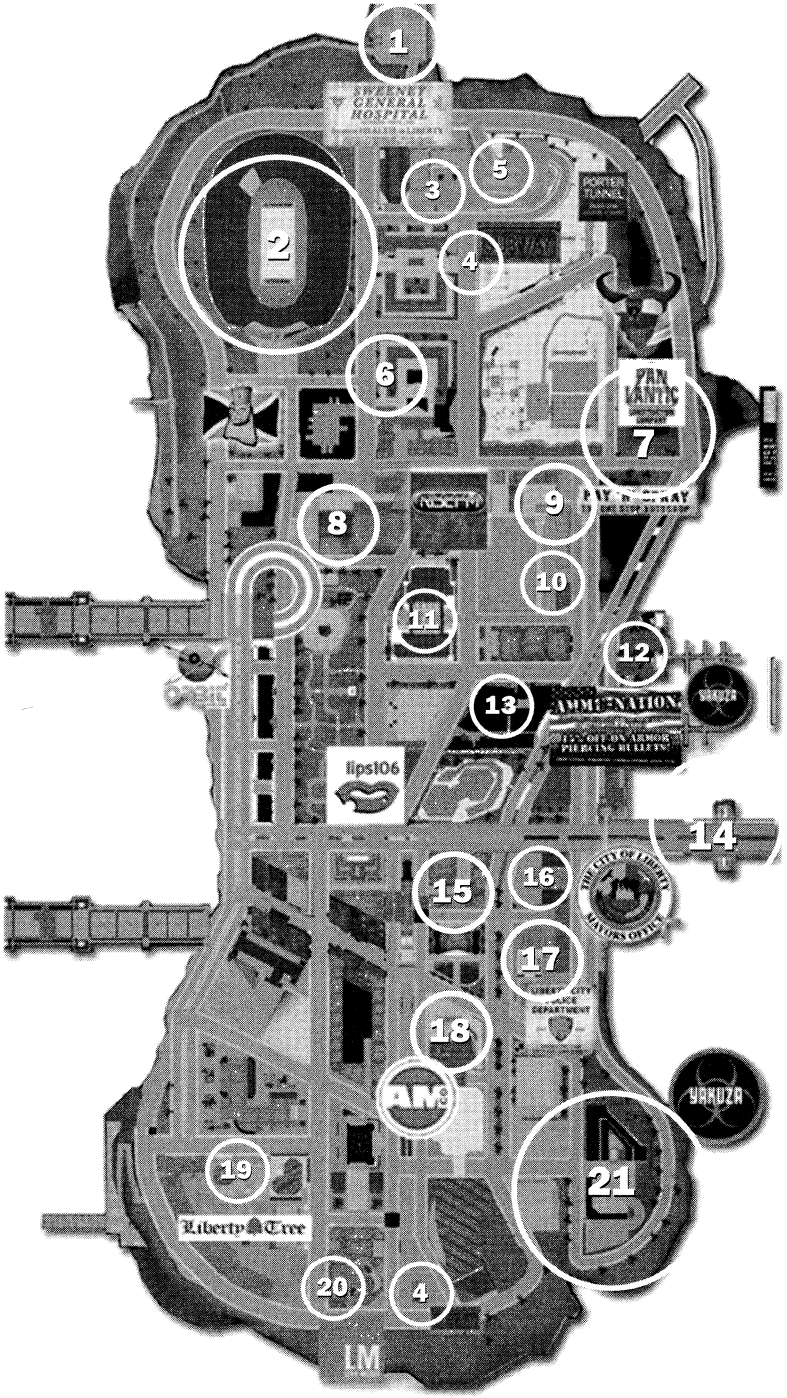

Gang logo key
Southside Hoods
Uptown Yardies
Triads
Leone Family Mafia
Columbian Cartel
Yakuza
Diablos

1	Porter Tunnel
2	Car Crusher
3	Head Radio
4	Harwood Fire Station
5	8-Ball's Autoyard
6	El-Train Station
7	Capitol Autos Dealership
8	Salvatore's Mansion
9	El Burro Contact Point
10	Portland Hideout
11	Pay 'N' Spray
12	Toni's (Momma's Restaurant)
13	Portland Rock
14	Luigi's Sex Club 7
15	Portland Subway
16	Marco's Bistro
17	Sweeney General Hospital
18	LCPD
19	Marty Chonk's Bitch 'n' Dog Food
20	Joey Leone's Garage
21	Triad's (Turtle Head Fish Factory)





STAUNTON ISLAND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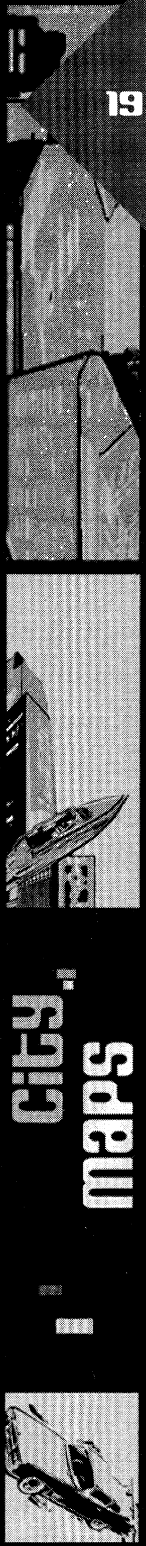
SWEENEY GENERAL HOSPITAL
PORTER TUNNEL
PAN LANTIC
PAY 'N' SPRAY
AMMU-NATION
15% OFF ON ARMOR PIERCING BULLETS!
lips106
YAKUZA
THE CITY OF LIBERTY MAYOR'S OFFICE
LIBERTY CITY POLICE DEPARTMENT
AM
Liberty Tree
LM

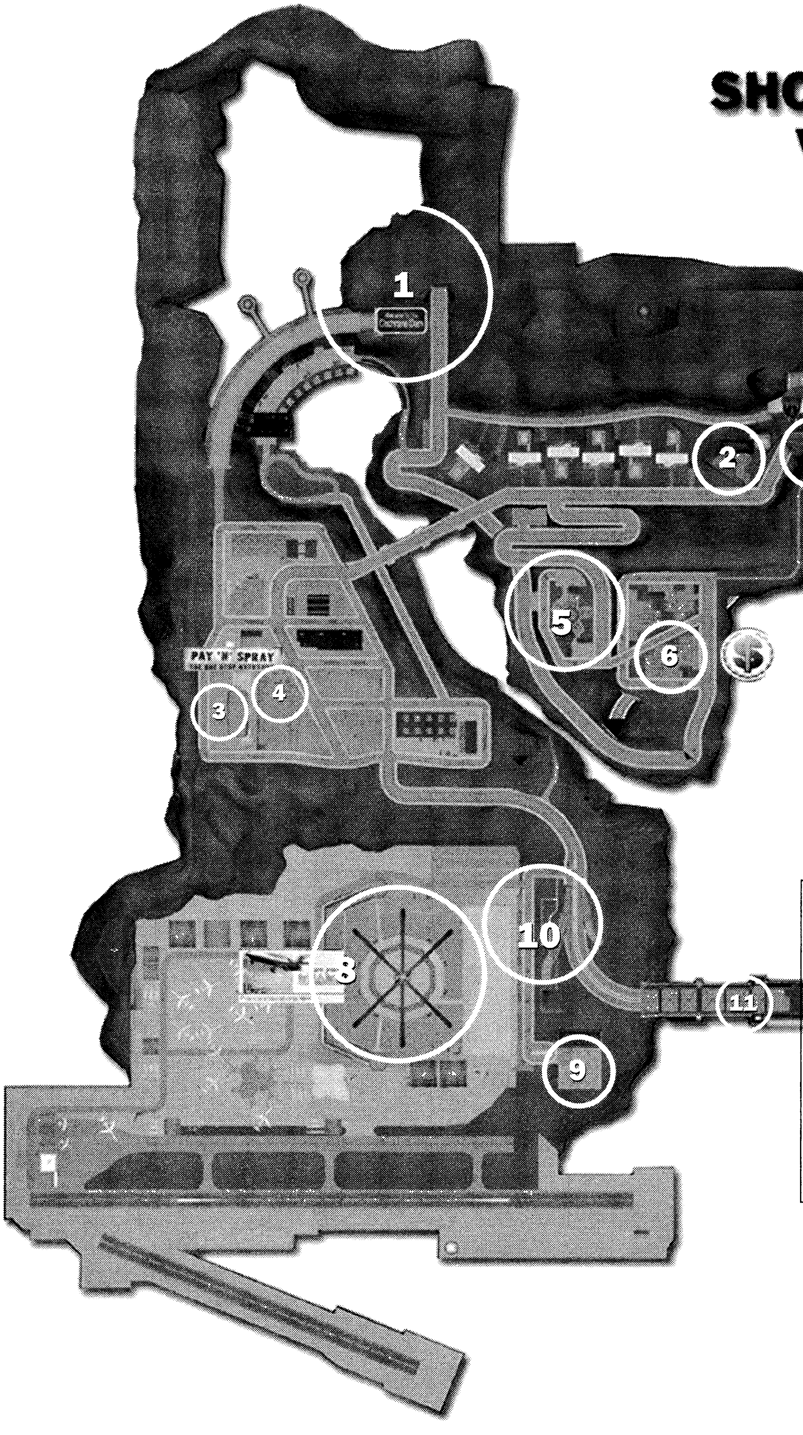
1	Phil Cassidy's Army Surplus
2	Liberty Memorial Coliseum
3	Sweeney General Hospital
4	Subways
5	Porter Tunnel, Rockford Slipway
6	King Courtney Contact Point
7	Pan-Lantic Construction
8	Staunton Island Hideout
9	Pay 'N' Spray
10	8-Ball's Bomb Shop
11	Shopping Mall
12	Asuka's Condo
13	AmmuNation
14	Callahan Bridge
15	FBI
16	City Hall (Mayor O'Donovan)
17	LCPD Headquarters
18	AMco Building
19	Liberty Tree Offices
20	Love Media (Donald Love)
21	Kenji's Casino

Gang logo key

Southside Hoods
Uptown Yardies
Triads
Leone Family Mafia
Columbian Cartel
Yakuza
Diablos



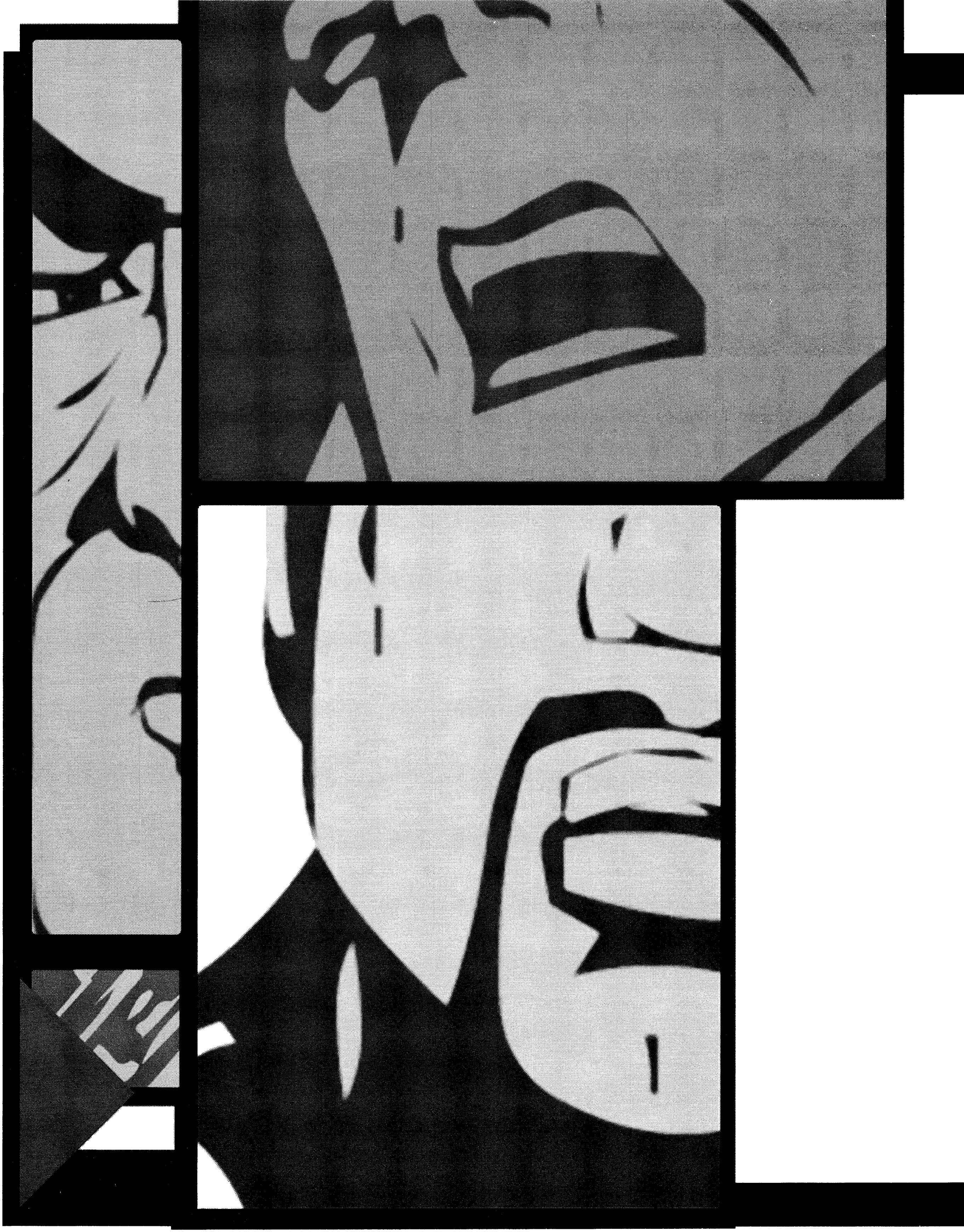
SHORESIDE VALE



1	Cochrane Dam
2	Colombian Cartel Mansion
3	Pay 'N' Spray
4	8-Ball's Bomb Shop
5	Shoreside Hideout
6	D-Ice Contact Point
7	Staunton View Picnic Area
8	Francis International Airport
9	Airport Subway Station
10	Porter Tunnel (Francis Slipway)
11	Shoreside Lift Bridge

Gang logo key

Southside Hoods
Uptown Yardies
Triads
Leone Family Mafia
Columbian Cartel
Yakuza
Diablos



CHAPTER 2

PORTLAND

Introduction

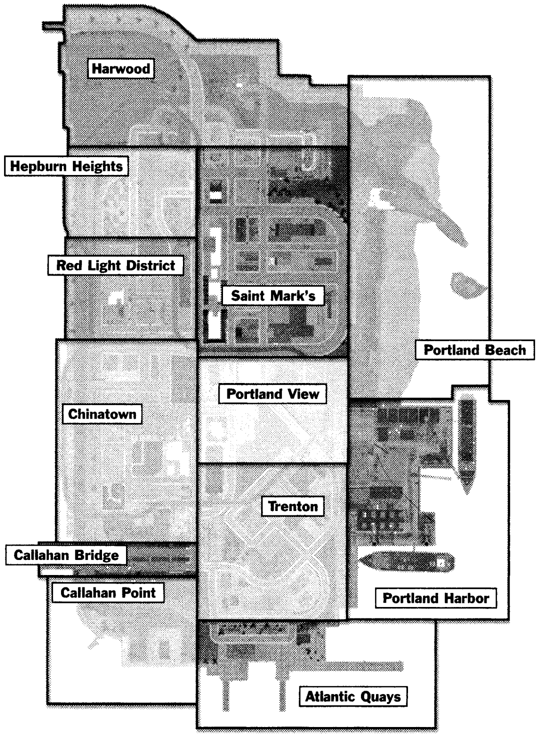
Relax! This game is like no other. It redefines what gaming should be. It's funny and fun, beautiful and dirty—you won't want to put the controller down for months. GTA 3 features many (and sometimes endless) adrenalized Missions, including the never-ending Side Missions for the Taxi, Ambulance, Police Car, Fire Truck, and FBI Vigilante.

If your goal is to play all the missions, it's best to stick with each contact until you've exhausted all of his or her jobs, then move on to the next contact. You can actually skip what seem like major missions and still progress through the entire game, but you won't reach the 100% completion status. As long as you keep making contacts through your current boss and moving up the crime ladder, you'll progress. If you need extra dough to cover weapons or bodywork for a difficult job, take some little jobs to help fatten your wallet. This guide covers it all, so you won't miss a thing!

more than one way to skin a cat

Use your imagination. GTA 3 is a very complex game, so always remember that there are many ways to accomplish the basics of each mission. If you are given a grenade and asked to destroy a vehicle, this doesn't mean that all the other ways to demolish a vehicle are now thrown out the window.

PORTLAND



HIDDEN PACKAGES & SIDE JOBS

It's highly recommended that you collect all the Hidden Packages in Portland before diving into the missions. Granted, you have to complete the first mission, "Give Me Liberty," but after that, you should begin the hunt for the Hidden Packages. The weapon power-ups that appear at your hideout are priceless, and they save you from having to hunt down the power-ups hidden in and around Portland.

There are 33 Hidden Packages in Portland. You can collect all but two of them after completing the first mission. After completing Salvatore's final mission, "Last Requests," you can then collect the remaining two packages (see callouts for #16 and #33). You can collect them once the Subway is opened and after you gain access to a boat.

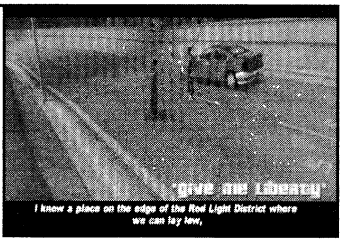
We also suggest completing 20 Vigilante missions, the Paramedic missions, and 20 Firefighter challenges before taking any jobs from the crime bosses.

If you collect 30 Hidden Packages in Portland and complete the Vehicle Missions as suggested, you should have a Handgun, Grenade, Uzi, two Police Bribes, Health, and Adrenaline power-ups at your hideout.

The advantages to taking this approach go beyond the various power-ups gathered at your hideout. All this running around builds up your endurance, thus enabling you to run for a longer period of time. Taking all the special Vehicle side jobs helps you learn your way around the streets of Portland. And above all, it's best to do all this in the beginning of the game so you don't have to contend with the gangs that you'll be double-crossing on your way up the crime ladder. Wiping out members of the different gangs within the crime boss missions causes the gangs to attack whenever you enter their turf.

GIVE ME LIBERTY: INTRODUCTORY MISSION

After your assisted breakout from the transport vehicle, your ex-con friend, 8-Ball, describes a place in the Red Light District where the two of you can lay low. His hands are bandaged and he can't drive, so it's up to you. Enter the getaway car (a Sentinel) and familiarize yourself with the driving controls as you exit Callahan Bridge and make your way into Portland's Industrial District.



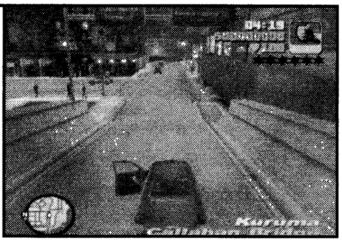
I know a place on the edge of the Red Light District where we can lay low,

★★★★★★

DAMAGED BRIDGE!

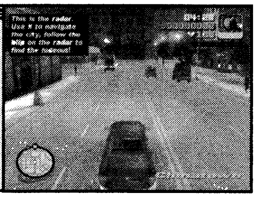
The Callahan Bridge obviously needs repairs. Don't attempt to jump it or you'll end up in the river, and then the hospital—except at the beginning of the game, when you'll start over. The bridge will be repaired as you complete this district's dirty jobs.

Play with the different camera angles to find one that suits you. There's a Chopper-cam view that will remind veteran Grand Theft Auto players of the previous games!



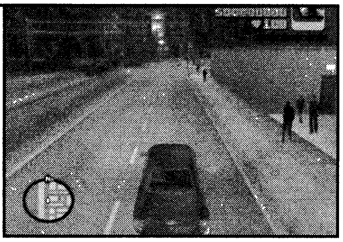
IN-GAME TIPS

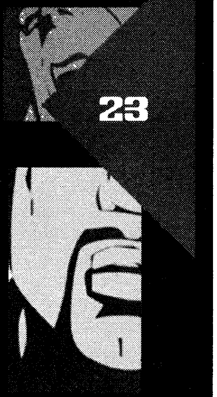
Pay very close attention to the helpful tips that appear in the top-left corner of the screen as you delve into new experiences. With all the action and things to watch for, these tips often disappear before you can read them—good thing you have this guide!

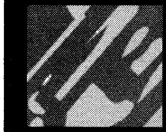


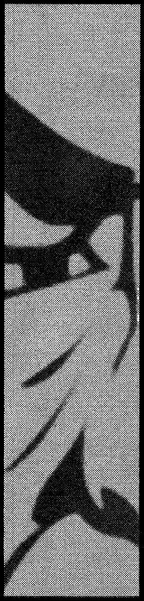
This is the radar. Use it to navigate the city, follow the blip on the radar to find the hideout!

The radar in the bottom-left corner of the screen always registers target mission destinations with a colored blip. Drive toward the red blip on the radar to find an alley where the two of you can change clothes and learn about the game saving feature.



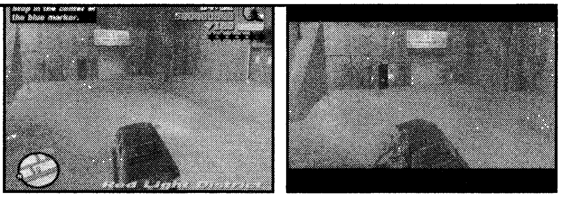






Automotive Care

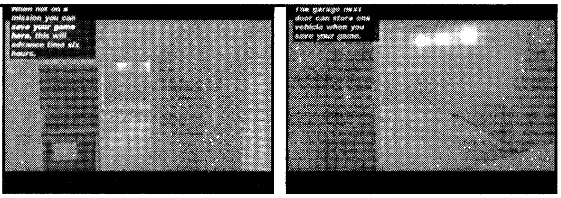
Even though it's a game and it's fun to smash into things, try to take it easy on your car. If it starts billowing smoke badly, fire quickly follows. After that, BOOM! Bye-bye car and bye-bye life. Losing this car in the first mission places you back on Callahan Bridge to start over; later you'll end up at the nearest hospital.



Watch the bottom-right corner of the screen as you jump into cars and enter new areas. The display will indicate the car name and district names. When you see the "Red Light District" appear, you are close to the first destination. Here, in a wide alley, a blue light beam (Blue Marker) emits from the ground. This is the same spot indicated on the radar.

You and 8-Ball get out of the car and duck into a building to change into civilian clothes. Find the Information icons near the doors. Walk into them and learn the basics of saving your progress and how to guarantee that you have a car to drive off in after loading a saved game. These Information icons appear all around town, and they'll help you understand certain gameplay mechanics.

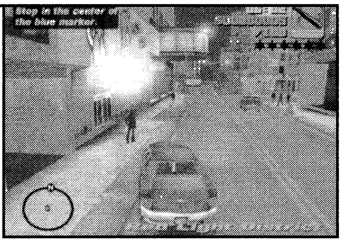
THE HIDEOUT: SAVING YOUR PROGRESS



If you'd like to save your progress, return to this Hideout and enter the door that you just exited after changing your clothes. You can save your game only when you are NOT working on a mission, just as you cannot take a second job while working on another. The large garage next to the save room will save one car with your game save. To do this, drive one vehicle in, then exit the garage and save by entering the smaller door. Keep in mind that saving your progress will advance the clock by six hours.

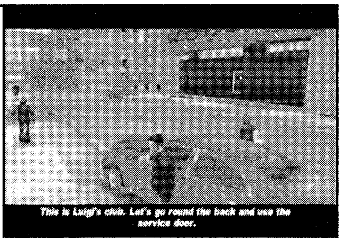
Exit the vehicle, take the Bat near the ramp that's basking in a red glow and give it a few swings by pressing *Numpad 0*, *Left Ctrl*, *Joypad 1*, or the *Left Mouse Button*. To put the Bat away and go back to fists, press *Numpad (.)*, *Joypad 5*, or roll the *Mouse Wheel Up*.

Get into the car and go find 8-Ball's boss, Luigi. Why not? You're free and you need to earn a living, right? So follow the blip on the radar a few blocks down the direction you just came from and stop in the Blue Marker. Use the handbrake—it's a quicker, more reliable stop. The regular brake is also the reverse gear, and you can end up rocking on and off the mark.


Stop in the center of the blue marker.

> **DRIVING MADMAN**
>
> **Don't worry about running red lights or driving over medians, even when the police are present. This will not cause the Wanted Level to register even the slightest bit. Hey, this is Liberty City, what do you expect?! You can also run people over for Stat points, but avoid doing this when the cops are around.**

In a cinematic, your character and 8-Ball go through the alley to a service door in the back of the Sex Club 7. This is the introduction to Luigi. During the Luigi missions, you'll be introduced to Joey, but stick to the Luigi missions until you are through with all of his jobs.

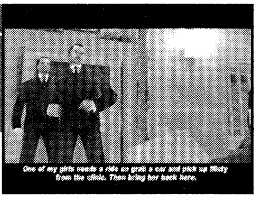

This is Luigi's club. Let's go round the back and use the service door.

LUIGI GOTERELLI

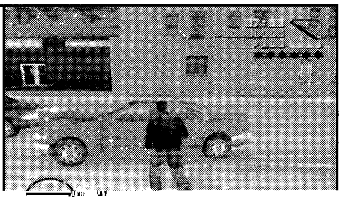
LUIGI 1: LUIGI'S GIRLS

PAYOFF: $1500

JOB DESCRIPTION: Luigi wants you to steal a car, pick up one of his girls, Misty, from the clinic (classy!) and bring her back to this location... untouched!


One of my girls needs a ride so grab a car and pick up Misty from the clinic. Then bring her back here.

If the car you arrived in is not smoking, then jump in and head toward the blip on the radar. If the car is not to your criminal liking, then grab something nearby that interests you.



CAR HANDLING

Notice that the different vehicles in the game handle like their real life counterparts. A van will drive heavy and sluggish, while a sedan will be quicker and have a lower center of gravity.

There are usually plenty of taxis in this area. To hitch a ride, just walk up to the car and press the Car Entry button.

AUTO-MATIC THEFT TRACKING

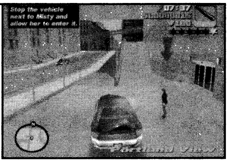
You don't have to be too close to a vehicle to initiate the entry maneuver. You can actually track moving vehicles by pressing the Car Entry button as the car approaches, and then catch up with the car (by pressing the Run button) as it slows at a stop sign or reaches slower traffic.

★★★★★★

BE CAREFUL WHEN YOU JACK!

Be aware that the driver you pull from a vehicle may not be pleased that you are stealing his or her car. If you don't take off soon after the jacking, the driver is liable to re-enter the car and throw YOU out! Also, criminals and gangsters are usually packing heat and will open fire on you!

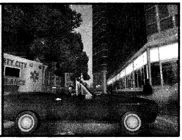
Misty will appear as a green blip on the radar. Head toward the blip through Chinatown and Saint Mark's. Pick her up in Portland View—she's standing outside of Sweeney General Hospital under the shelter.

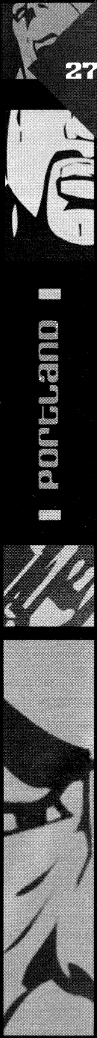


Stop the vehicle next to Misty and allow her to enter it.

MERGING INTO TRAFFIC

Use the Drive-by buttons while in a vehicle to view the left and right sides. This is a good habit to get into while pulling back out onto the street because it minimizes the chances of a mission-compromising accident.



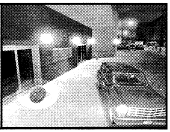


HOSPITAL: WASTED!

This is where you end up if you get roughed up too much, a.k.a. "Wasted." Sweeney General is where you go when you bite it in the Industrial District. To learn more about being Wasted, check out the *Basics* chapter of this guide.

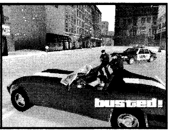
HEALTH POWER-UPS

There are two Heart icons outside the front door of Sweeney General Hospital. Use these easy-to-find power-ups when you're running low on health.

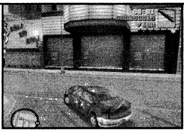


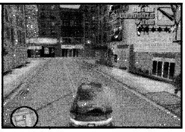
POLICE STATION: BUSTED!

When you're arrested, the cops take $400 in bribery money and seize your entire weapons arsenal. To learn more about being "Busted," your Wanted Level, and the repercussions when these levels increase, look in the *Basics* chapter of this guide.



Head back to Luigi's club in the Red Light District, using the blip on the radar to guide you. Stop in the Blue Marker to complete the mission and collect $1500. Who says a life of crime doesn't pay? Well, we'll see.





TAXI MISSIONS:

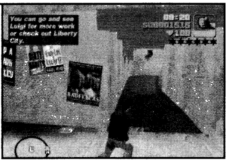
If you're in a Taxi after dropping off Misty, you can begin the Taxi Missions by pressing the *Numpad* (+) or *Caps Lock*. To learn more about these and other never-ending side missions, see the *Vehicle Missions* chapter of this guide. You can also start the Police Car, Fire Truck, and Ambulance missions at this time.

After finishing Luigi's first job, the second will not occur until you visit him once again.

"L" FOR LUIGI

The letter "L" appears on the radar over Luigi's club between missions. This is a reminder that Luigi is there and has jobs waiting for you. The letter will not disappear until after you complete every one of his jobs.

Head to the alley beside the Sex Club 7 to find another Blue Marker. Step into the glow to accept Luigi's next job.

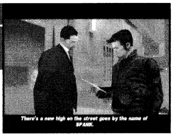


You can go and see Luigi for more work or check out Liberty City.

LUiGi 2: DON'T SPaNK Ma BiTCH UP

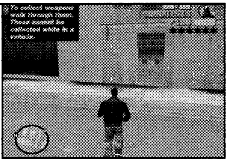
PaYOFF: $4,000

JOB DESCRiPTiON: Clobber the SPANK pusher in Portland Harbor with a Bat, then take his car and respray it.



There's a new high on the street goes by the name of SPANK.

A Bat appears across the street as you leave the alley. Take it, then take a ride. Follow the blip on the radar to Portland Harbor.

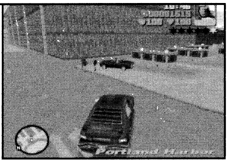


To collect weapons walk through them. These cannot be collected while in a vehicle.

WEaPON COLLECTiON

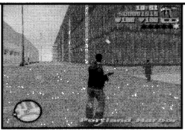
If you need a weapon, you must first exit a vehicle to pick it up. You cannot run through a weapon while in a car to obtain it.

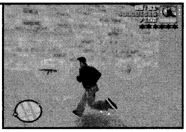
As you drive to Portland Harbor, note that all roads and routes are not mapped on the radar. When you appear to be close to the blip, look around for shortcuts that'll take you closer—through alleys, parks, or whatever. You don't need to stick to the roads; the cops don't care, so why should you?



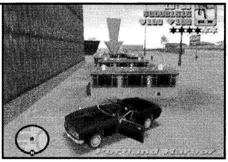
Drive down the gradient slope to enter the Portland Docks. Follow the blip on the radar representing the pusher with the SPANK.

As you near the SPANKer, a cinema will show the pusher with two hookers. Drive up close, get out of the car, then pull out the Bat and let the wise guy approach you. As he does, introduce the Bat to his face—ouch! It's not crucial to the mission to avoid hitting the hookers. And you don't necessarily have to use the Bat or your fists to pummel the pusher. You can pick up any of the weapon icons indicated on our weapon map and use them on the pusher.

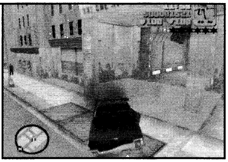




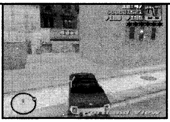
Enter the Stallion and head for the Body Shop indicated by the orange blip on the radar. Be careful not to destroy the car—it's irreplaceable. If it blows up, you fail the mission, so drive carefully.

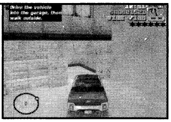


The Pay 'N' Spray Auto Shop is very close to Luigi's club in the Red Light District. Enter the corner shop and pull into the garage. This first bit of bodywork is free, but from now on it will cost you a thousand dollars for each paint job.

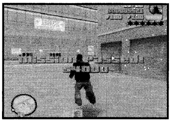


With a fresh coat of paint, take the Stallion to an alley in Portland View directly across the entrance to the Sweeney Hospital. Pull it into the garage that opens as you drive into the Blue Marker. Exit the vehicle and collect on the job—a cool two grand! Steal some wheels and return to Luigi's for more work.





Drive the vehicle into the garage, then walk outside.



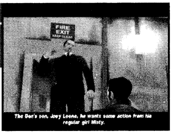
ADVANCED STRATEGY

If you've collected enough Hidden Packages to make the Handgun or the Uzi appear at your hideout, you could easily target and shoot the SPANK pusher.

LUIGI 3: DRIVE MISTY FOR ME

PAYOFF: $1000

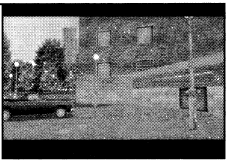
JOB DESCRIPTION: Pick up Misty from Hepburn Heights, then drive her over to Joey's garage in Trenton.


The Don's son, Joey Leone, he wants some action from his regular girl Misty.

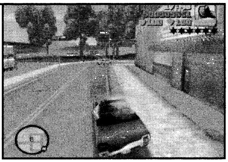
JOEY JOBS

Upon completion of this mission, you'll be able to do jobs for the Don's kid, Joey. However, we suggest that you finish out the rest of Luigi's jobs before inquiring into Joey's business.

Find a car just in front of the Sex Club 7 and head north without turning off the street. Hepburn Heights is just a few blocks down the road. Misty is waiting in a parking lot on the right.

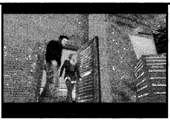


When you reach the Blue Marker, honk the horn (*Left* or *Right Shift*) to let Misty know you're there. When she gets into the car, head toward the new blip on the radar. If you are drawn to Portland View, you'll see that you must go just past the police station, east of the road across a grassy field. Hurdle the curb and cross the field to enter Trenton. The Blue Marker is just around the first block, in front of Joey's Garage.



Misty imparts some sweet talk and a hug to Joey as you enter the garage. Joey says he's heard good things about you from Luigi and if you return later, he (Joey) will be able to hook you up with some more work.

That was a quickie—and you made an easy $1000!



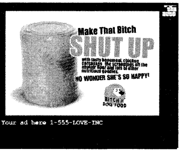
there might be some work for you.

"J" FOR JOEY'S

When you exit Joey's garage, you'll notice that there are now two blue blips on the radar—Luigi's "L" and now Joey's "J." That means you've got two people you can visit to get work. For Joey's jobs, step into the Blue Marker outside his garage between the hours of 06:00 and 21:00. (This is military time. These jobs must be done after 6:00 a.m. and before 9:00 p.m.)

BITCH 'N' DOG FOOD FACTORY

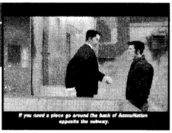
Do you hear that? It's the sound of a phone ringing. This may remind players of how they got jobs in previous GTA games. You can answer the call on the next block to the east to begin jobs for Marty Chonk, the owner of the Bitch 'n' Dog Food plant. However, let's just keep Luigi happy for now.



LUIGI 4: PUMP ACTION PIMP

PAYOFF: $4000

JOB DESCRIPTION: Knock off Diablo pimp invading Luigi's backyard with a firearm from AmmuNation.



If you need a piece go around the back of AmmuNation opposite the subway.

Leave the Sex Club 7's back alley and head to the Green Gun icon on the radar in the Saint Mark's area. Enter AmmuNation and notice the two "out of stock" gun selections they have. The German owner of the shop says there's a nine in the yard behind the shop.

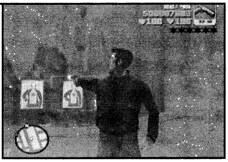
AMMUNATION

Keep this place in mind after this job so you can return to buy weapons instead of risking the Wanted Level when stealing them from others. Avoid shooting a gun inside the shop because the owner is packing heat!

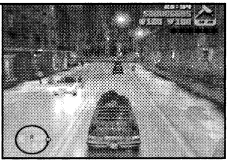
AMMU-NATION

LUIGI 4: PUMP ACTION PIMP

Pick up the piece back there and practice your shooting skills (see the *Basics* chapter of the guide). Be aware that shooting in the city will attract cops. The gun you found has only 12 shots, so don't practice away all your rounds.



Jump into a car and head toward the red blip on the radar. This is the pimp's car.

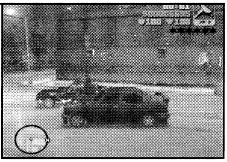


After spotting the Diablo Stallion that the two crooks are driving, run into it and keep driving out of gun range.

As soon as your car makes contact with theirs, they will jump out and start shooting. If you're a good distance away, the driver will run after you and possibly enter a different vehicle to hunt you down. Run him over or get out and shoot him. If you leave the pimp alone long enough, he'll re-enter the Diablo Stallion and begin to ram your car with his.

After you've initiated the confrontation, if you stop when their car is motionless, he'll get out and begin firing the pump action shotgun your way. Make sure not to be in your car as the flames begin to billow from under your hood.

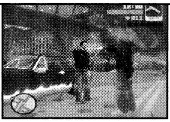
There is a world of options available for taking out these hoodlums. You can exit your vehicle and enter the driver's side of the Diablo car to throw the driver to the ground.

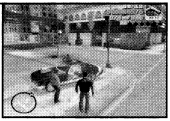


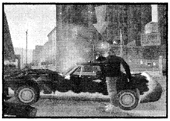
STALLION DAMAGE

The pimp will not exit the car until damage is done to the Diablo Stallion.

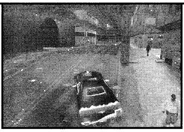
Quickly exit the vehicle, then select your gun, target, and shoot the driver until he doesn't get up. Be careful, he's got an Uzi!

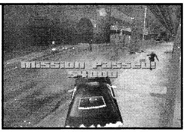






Enter the Diablo Stallion once more. You'll be safe with the pimp in the car as long as he stays put. Drive to a remote area without any cops, then enter the passenger side to eject the pimp. Put him down for good by shooting him before he has a chance to get up.





HENCE, THE PUMP ACTION

The pimp has a pump action shotgun, so move continuously while you have him locked in your sights.

PERSISTENT DRIVER

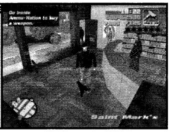
This is very cool. If you don't knock off the driver and take off with the pimp, the driver will steal a car and give chase. You must take out the driver, as well as the pimp, to complete the mission, so track him down if he doesn't find you. Look for the green blip on the radar.

ADVANCED STRATEGY

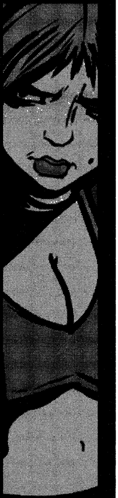
Finding 20 Hidden Packages gets you the Uzi. Use the drive-by shooting move to plug their car full of lead. Then remain in your car for the added protection and pop the two hoodlums when they bail out. If you need to bail out of your smoking vehicle, run away from them with your vehicle between you and the hoodlums, and they will run near your car as it explodes. If the explosion doesn't get them, select the Uzi and keep moving as you target the two thugs, one after the other, until the reward money is yours.

GUN STOCKED

Upon completing this mission, a message appears in the top-left corner of the screen informing you that you may now purchase the Pistol at the AmmuNation Gun Shop for 250 bucks.

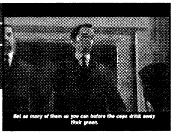


Go inside Ammu-Nation to buy a weapon.



LUIGI 5: THE FUZZ BALL

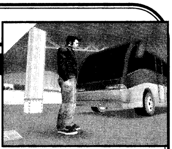
TIME LIMIT: 5 MINUTES
PAYOFF: $4000
JOB DESCRIPTION: Get Luigi's girls to the Policemen's Ball before the cops drink away their green.


Get as many of them as you can before the cops drink away their green.

There are eight girls to pick up and deliver to the old school where the Policeman's Ball is being held. You need to deliver only four of them to pass this mission, but you get 500 dollars for each girl that makes it to the ball. The trick to this mission is having the right vehicle. Most vehicles with a decent back seat will fit three people—vans, cabs, sedans, or police cars.

★★★★★★

BUS STATION

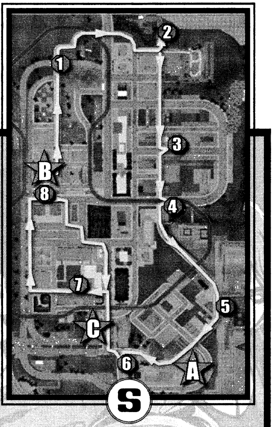


You could fill your vehicle with three girls, then drop them off at the ball and quickly go back for more over and over until you've run out of time. Or, if you're feeling lazy and greedy, try using a bus! If don't go with the bus idea, make sure to pick up the police car from the old school hall on one of your return trips. Using the siren works like a charm to part the traffic!

★★★★★★

PROTECT THE GIRLS!

You will fail the mission if just one of the girls gets run over.

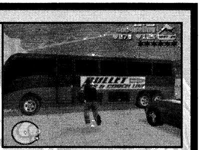


ADVANCED STRATEGY

By delivering all eight girls to the Policeman's Ball, you can get a $2000 bonus! This is a difficult task using a four-door car, but with a bus, it's a breeze as long as you follow the route indicated on the map. If you really know your way around town, using the Coach from the Trenton Bus Station is the way to go. If not, you risk running out of time. We consistently ended up with around 40 seconds remaining when we used this bus route strategy!

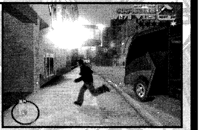
[A]

Pick up the Coach from the Trenton Bus Station before you take the job from Luigi.



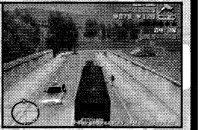
[B]

Park the Coach facing north in front of Luigi's Sex Club 7 in the Red Light District, and then enter the alley to take the job.



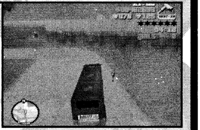
[1]

Head north to Hepburn Heights and stop for the girl on the overpass near the Borgnine Taxi building. Don't wait for the door to close; take off for the next girl.



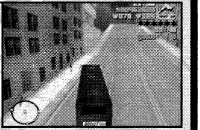
[2]

Drive down the dirt road that leads to the Car Crusher in Harwood. Pick up the girl, then back up and turn around in the grass to avoid backing up the dirt road. Head south down the adjoining street.



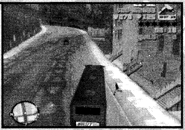
[3]

Turn left just after Momma's Cipriani's Restaurant to pick up the third girl the from Saint Mark's area. Back up to the previous street and keep heading south.



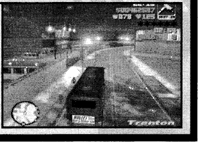
[4]

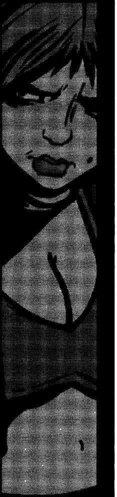
Turn left at the next intersection, also in Saint Mark's, and pick up the girl waiting on the right sidewalk. Back up as you did at the last pickup and continue south behind the hospital toward the Docks.



[5]

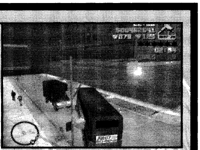
There is another girl waiting to dance with the fine gentlemen in blue near the entrance to the Portland Harbor in Trenton. Pick her up and continue down the same street without turning down any other roads.





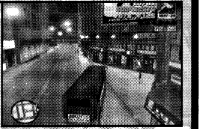
[6]

Turn left toward the Trenton Sawmill and pick up the girl on the left side of the road. Back up to the previous street and take a right at the intersection facing the Callahan Bridge. Pass the Old School Hall to pick up the two remaining ladies. You should have at least two minutes left on the clock at this time.



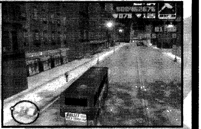
[7]

"Chinatown girl, she's been living in her uptown world!" Pick up the woman with the blue arrow overhead standing on the right side of the road near the second sidewalk barricade.



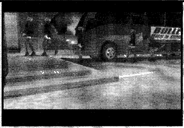
[8]

The Last girl is also located in Chinatown, one block south of Luigi's club. Pick her up and head east; take the shortest route possible back toward the Old School Hall.



[C]

Drop the girls off—oops! Watch your step ladies. And collect your bonus! Sweet.



JOEY LEONE

JOEY 1: MIKE "LIPS" LAST LUNCH

TIME LIMIT: 6 MINUTES

PAYOFF: $10,000

JOB DESCRIPTION: Steal "Lips" Forelli's car at the St. Mark's Bistro, take it to 8-Ball's bomb shop in Harwood to have it fitted with the bomb, then returnand park the car where you found it.

Lips Forelli is stuffing his fat face in St Marks Bistro.

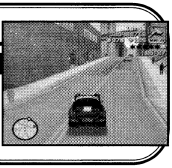
FAST CAR

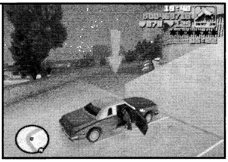
Find a fast and durable car before entering Joey's Garage for a head start on the countdown that starts as soon as you exit the garage.

★★★★★★

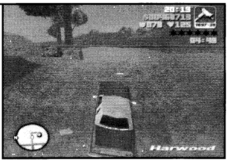
THE CLOCK IS TICKING!

If you don't have everything set up in six minutes, Lips will be done eating and you'll fail the mission.



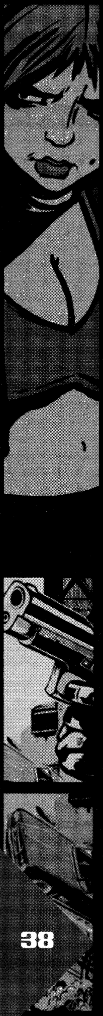


Speed to the edge of Saint Mark's district and pull into the parking lot of Marco's Bistro (notice the faded green painted sign on the wall of the building next door). Park next to the car with the blue arrow over it. If you reach this point within a minute, you're doing great.

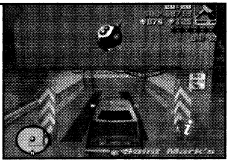


Enter the car (Idaho) and carefully drive it to 8-Ball's for a bomb. There is enough time to go to Pay 'N' Spray if necessary, but avoid even scratching the car to save the $1000 it'll cost you to have it fixed. Lips will notice even the slightest scratch, so be very careful.

JOEY 1: MIKE "LIPS" LAST LUNCH



8-Ball's shows up on the radar as a black 8-Ball with a red ring around it. Once you arrive, your worst nightmare awaits. 8-Ball's driveway looks like the trenches of WWII. Gently pull the car into the garage at the end of the dirt path. If you've still got a couple of minutes on the clock when you leave 8-Ball's, then you're doing fine.

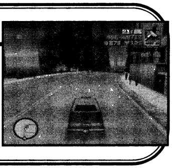


★★★★★★

DRIVE CAREFULLY!

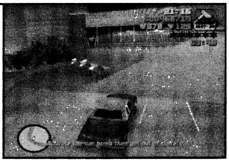
This kind of damage definitely necessitates a trip to Pay 'N' Spray—and you can kiss 1000 bucks goodbye!

Idaho
Harwood



Park the car back in the same spot at the Bistro (in the blue marker). Pull straight in and make sure you leave it exactly as you found it.

When it's all good, press the Fire control to activate the bomb. The next time the engine is started, the bomb will explode. Get out of the car and don't touch the controller until you automatically close the car door! If you dart off too quickly, you'll leave the door open and Lips will definitely know something's up.



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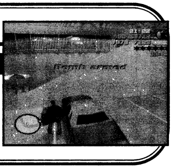
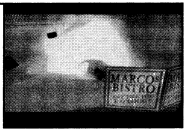
IT'S DA BOMB!

If the door is open and the bomb is set, don't try to re-enter the car to close the door.



If all goes well, Lips will exit the Bistro and start up the car—BOOM! There goes his lunch.

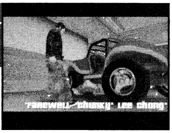
MARCOS BISTRO



JOEY 2: FAREWELL "CHUNKY" LEE CHONG

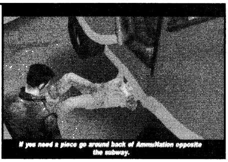
PAYOFF: $10,000

JOB DESCRIPTION: Take out "Chunky" Lee Chong in Chinatown for Joey.



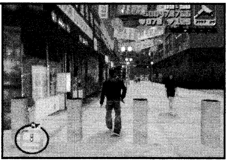
'Farewell 'Chunky' Lee Chong'

After receiving the details of your new job for Joey, head to AmmuNation for a piece. If you already have a gun, then fuhgetaboudit!



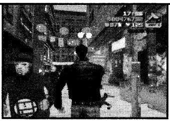
If you need a piece go around back of AmmuNation opposite the subway.

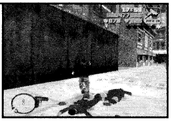
Head to the green blip on the radar (Chunky in his stand) in the market area of Chinatown—this area is blocked off to cars.

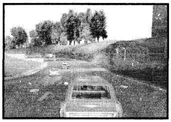


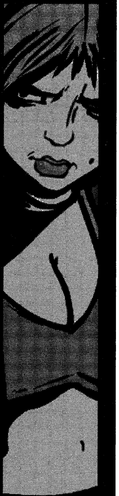
Pull out your piece and use the target button to pick out the Triad gang members—they're the ones with the blue coveralls wielding bats and guns. Use the *Right Mouse Button* or *Delete key* to select the Triads out of the crowd. You don't have the time to waste on civilian incidents, and you can't spare your ammo on them right now anyway.

Two guys with bats and another one with a gun show up. Use your selective aim to take out the guy with the gun first, then dispatch the Triads with bats. You'll probably alert the cops, so don't stand around too long. Get a car and chase after Chong, who's on his way in a getaway car.

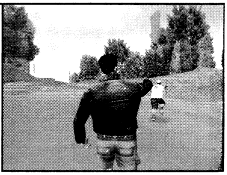








If you get too far away from Chunky Lee's car, he'll get away and you'll lose the mission. Stay close and ram his vehicle. Get him jammed where his car won't move, and then pull him out of the vehicle if he doesn't jump out on his own. Get out and chase Chunky as he runs away. Beat him, shoot him, and do whatever it takes to delete him.



ADVANCED STRATEGIES

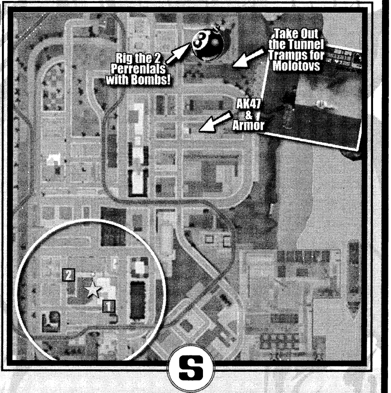
There are quite a few alternate solutions to this mission. The following strategies are just a few ideas that will help you broaden your destructive creativity.

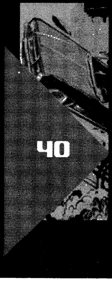
WHO NEEDS THE HANDGUN?!

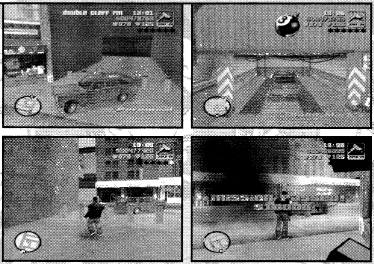
If you've been collecting Hidden Packages and have unlocked the Uzi, then this is a much better weapon choice. If you don't have the Uzi unlocked, check out the Weapons map in this guide to see where you can pick one up without all the Hidden Package hunting. If you're going weapon hunting, then the AK47 is an even better choice than the Uzi. Find one next to some Body Armor behind the building near Momma Cipriani's Restaurant in Saint Mark's.

BOOM BOOM PERENNIAL

There are two Perennials parked at the west and south barricaded exits from the Chinatown Market area. Chunky will use one of these vehicles as his escape from the raid. The Perennial he chooses depends on the way you force him out of the market. He'll choose to run away from you. Take both Perennials, marked 1 and 2 on the map, to 8-Ball's in Harwood and rig them both with bombs. Park them in the same locations they came from and set the bomb before you exit the vehicle.

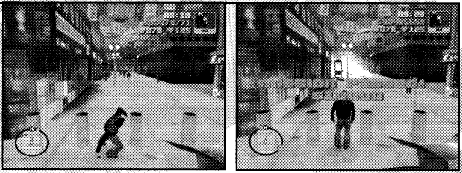

Rig the 2 Perrenials with Bombs!
Take Out the Tunnel Tramps for Molotovs
AK47 & Armor
2
1
S



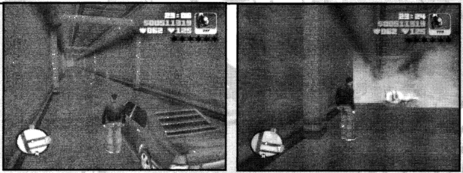


To help you find the exact location where you got the Perennial, park the car you drove up in very close to the Perennial before you steal it. This way, you only need to look for your old car. Run into the Market area and start shooting the place up. As Chunky Lee Chong makes his escape, you can follow him to watch him enter his car, or just sit back and listen for the explosion and collect the green.

PROJECTILE ATTACK!



The quickest way to win this mission is to stand at the south entrance near the barricades and toss Grenades at Chunky's booth (see star on map). You can see it from the barricades along the left wall as you face north at the south entrance. You only need to waste Chunky to complete the mission, and the explosion will definitely take him out. However, the only way to have Grenades in Portland is to collect 30 Hidden Packages.



If you don't have Grenades, get the Molotov Cocktails in the Tramp Tunnel. The entrances are in Harwood behind 8-Ball's, along the railroad tracks, and in Portland View next to Supa Save. Take out the tramps in the center of the tunnel to collect four Molotovs. Throw these at Chunky's booth and collect the dough as the fire trucks endlessly try to force their way through the barriers.

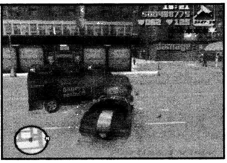
JOEY 3: VAN HEIST

TERMS: DON'T LET THE SECURICAR GET AWAY!

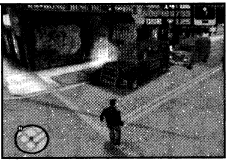
PAYOFF: $20,000

JOB DESCRIPTION: Get a car and ram the payroll van in Chinatown until the security guard bails, then take the van to the warehouse at the Portland Docks.

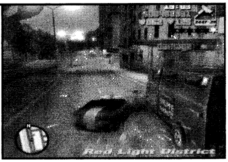
As you exit Joey's Garage, notice the blue damage meter under the Wanted Level. This is not your damage; it's the Securicar's. Jump into your car and track down the Securicar—look for the red blip on the radar.



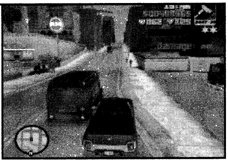
The Securicar is bulletproof, so this eliminates jumping out of the vehicle and shooting it or attempting a drive-by. Grenades and Molotovs can destroy the Securicar, but you don't want to do this—you need the Securicar to complete the mission. You just want to damage it enough to make the driver bail out.

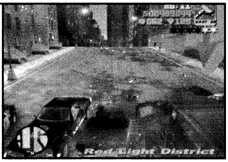


When you find the Securicar, ram into it repeatedly and watch the damage meter. As soon as you touch the Securicar, a Wanted Level 1 takes effect. You can get rid of the Wanted Level by using the Pay 'N' Spray or by running through Police Bribes, but as soon as you attack the Securicar again the Wanted Level will return. So don't waste your time with this—yet.

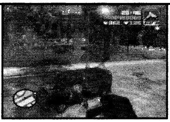


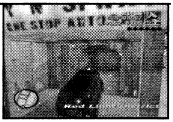
Your vehicle will most likely be less durable than the bulletproof Securicar, so you'll eventually have to bail out of it to find another vehicle to finish the ramming.



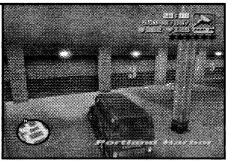


When damage to the Securicar reaches just beyond the halfway mark, your Wanted Level reaches 2. The cops will double in number and be a little more aggressive. If you're near the Pay 'N' Spray or a Police Bribe, you can get this down to a Level 1, and it will stay there unless you do something stupid, like kill one of the cops or something. You can choose to deal with the Wanted Level until you enter the Securicar.





Once the damage meter is maxed, the driver will run off. If the coast is clear to enter the Securicar without getting busted, then do so now and don't worry about the Wanted Level. Seize the Securicar and find the Pay 'N' Spray or some Police Bribes to lower your Wanted Level. The truck is in rough shape and you have a long haul to the Portland Docks. The Pay 'N' Spray is expensive, but it will also put your vehicle into tiptop shape, as well as get rid of all the cops.



Drive it to the lock up at the Portland Docks (follow the pink blip on the radar). Pull into the open storage room, then get out and exit the room. Joey's boys will crack it open for the loot. Collect a whopping $20,000!

EL BURRO

After finishing this van heist for Joey, El Burro will page you. He's heard about you and wants to race. You can go now, but let's deal with Joey's jobs first.

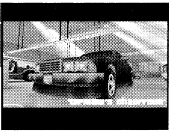
CRACKER REMINDER

After completing this mission, you'll receive a random page. This page reminds you that you can now bring any stolen Securicar to the same location at the Docks to be cracked open and looted.

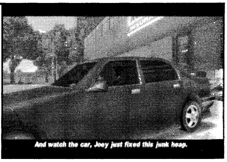
JOEY 4: CIPRIANI'S CHAUFFEUR

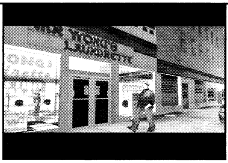
PAYOFF: $3000

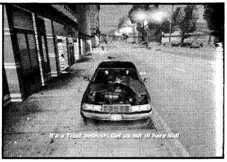
JOB DESCRIPTION: Take Toni to Mamma Cipriani's restaurant in St. Mark's.



As you pull out of the garage in the shiny new Mafia Car, Toni asks you to take him to the laundry in Chinatown first. He says he has business to take care of and he's not talking about a load of whites. He says the washerwoman isn't payin' protection money anymore.







Head to Chinatown, following the blip on the radar. When you stop in the Blue Marker outside Mr. Wong's Laundrette, Toni gets out of the car, enters the laundry, then quickly runs back out and into the car. It's a Triad ambush! Drive quickly into Saint Mark's and into the small parking lot with the Blue Marker—this is the Cipriani Restaurant. You must make sure that the cops are off your tail, so lose the Wanted Level if you have one. There's a Police Bribe in the narrow, sloping alleyway one block south of Toni's place.

Afterward, Cipriani laughs at the thought of the Triads thinking that they can mess with him. He invites you to come over later so you can take part in the revenge plot.

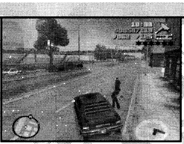
mission passed!
$3000

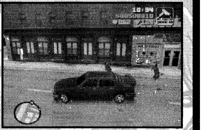
THE UZI'S IN STOCK

Upon completion of this job, you'll receive a page from AmmuNation Gun Shop informing you that you can now purchase an Uzi for $800! However, you can get one from a few different areas in Portland for free. Check out the Weapon maps in this guide.

Saint Mark's

ADVANCED STRATEGY



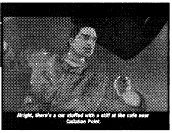


Take out all four Triads who rush in to attack Toni and win a bonus $2000! Not bad, considering you make only $3000 for getting Toni through this. Either run over the Triads or perform an Uzi drive-by shooting. Two Triads will run out of the Wong's Laundrette. Mow them down with some firepower, and two more Triads will come running, one from around the corner to the north and one from across the street to the west. You'll hear a bell chime when you've received the bonus.

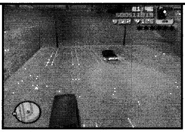
JOEY 5: DEAD SKUNK IN THE TRUNK

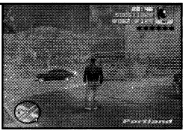
PAYOFF: $10,000

JOB DESCRIPTION: Take the car stuffed with a stiff at the café near Callahan Point to the crusher in Harwood.



Alright, there's a car stuffed with a stiff at the cafe near Callahan Point.



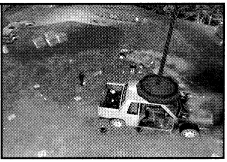


Jump into your stolen vehicle and follow the red blip on the radar to Greasy Joe's Diner in Callahan Point. The blue arrow points to the car you need to pick up—it's parked directly in front of the diner. As you enter the Manana, you discover the Forelli brothers have planned a little ambush. There are two cars and two brothers. One is parked in the car in the same parking lot as the Manana at Greasy Joe's, and the other is across the street at the small tunnel's entrance under the Callahan Bridge.

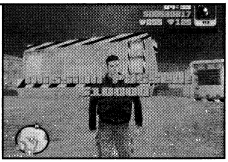
Take off quickly and try to evade the pursuing Forelli brothers, all the while travelling in the car crusher's general direction (denoted by the pink blip the radar).

JOEY 5: DEAD SKUNK IN THE TRUNK

Once you've lost the Forelli car, park the Manana in the Blue Marker in front of the crusher and exit the vehicle. Unless you're certain that the Forellis died in a wreck during their pursuit, then don't stand around watching the crusher too long. They may still be hunting you down and they'll eventually find you.

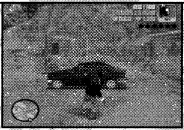


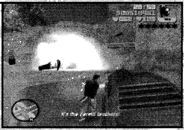
Listen for gunfire because the Forelli thugs could have exited their vehicle. Take out any enemy that threatens your life. You can enter the van (Pony) in the junkyard and run them over, or just handle them in a shootout. Killing the Forelli brothers is not a requirement for collecting the $10,000 reward. When the car is crushed, you'll receive your payment.



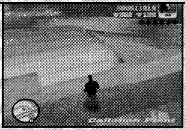
ADVANCED STRATEGY

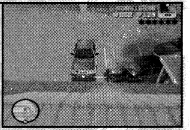
If you don't have Grenades at your Hideout from collecting Hidden Packages, then head into the tramp tunnel near 8-Ball's or Supa Save and take the four Molotov Cocktails from the bums.

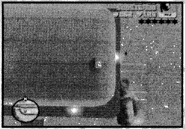


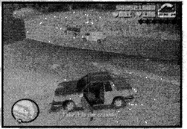


Which Forelli vehicle you take out is entirely up to you. As soon as you attack one, the other will try to find and run over you. Walk up to the parked Forelli car in front of the tunnel under the Callahan Bridge. Without touching it, drop a Grenade beside it. Or stand back, toss a couple Molotov Cocktails, and then quickly enter the vehicle in which you drove up just in case the other Forelli finds his way out of Greasy Joe's lot.

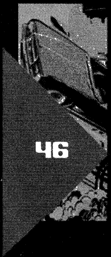








Drive up the grassy mound on the backside of Greasy Joe's and exit your car. Hop up to the rooftop of the Diner and toss Molotov Cocktails or Grenades down at the remaining Forelli car, making sure not to destroy the car with the stiff in the trunk. You'll find that the Forelli car is tracking you, so if you walk to the side of the Diner, it will follow below. Once the Forelli borthers are toast, the rest is simple. Enter the Manana and take a leisurely cruise to the car crusher.



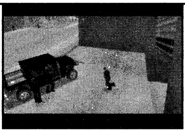
JOEY 6: THE GETAWAY

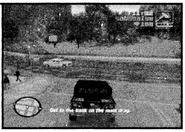
PAYOFF: $30,000

JOB DESCRIPTION: Take a car to the safehouse in St. Mark's to pick up a few of Joey's friends hitting a bank.

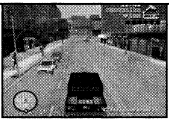
Get them to the bank before five o'clock, not a minute after.

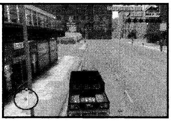
Find a very fast car that seats four (a four-door). The Mafia Car or a Patriot will do nicely. Follow the pink blip to the driveway in St. Mark's, stop in the Blue Marker, and honk the horn to let them know you're waiting. After the three Mafia men enter your vehicle, head for the bank.

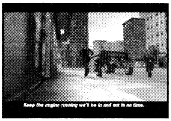




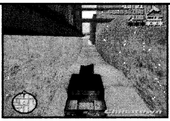
Follow the pink blip on the radar to the Blue Marker in front of the bank in Chinatown. Park your car so that it's facing north toward the alleyway down the street, where a Police Bribe sits. The men in black will go in, rob the bank, and come out quickly. When you hear the alarm sound, hit the gas and get out of there! The cops are going to be all over you like stink on a skunk. You'll be given a Wanted Level of 3.

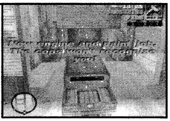


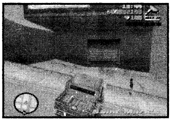


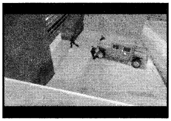

Keep the engine running we'll be in and out in no time.

Speed into the alley to the north and pick up the Police Bribe to get rid of the helicopter and take you down to Wanted Level 2. Visit the Red Light District and drop into the Pay 'N' Spray to lose the cops completely. Follow the pink blip back to St. Mark's and the Blue Marker in the driveway where you originally picked up the men. You won't feel so bad about paying $1000 for a paint job after collecting your $30,000 reward for completing the mission!

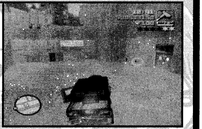



New engine and paint job. The cops won't recognize you!

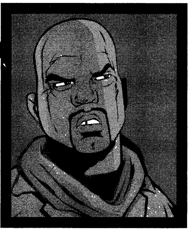


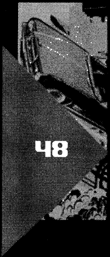


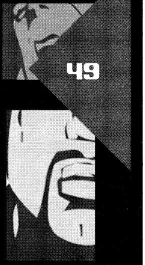
ADVANCED STRATEGY

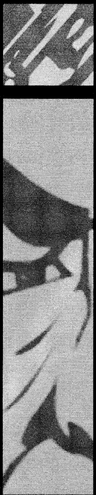


As you leave the bank in Chinatown with a Wanted Level 3, it's still a great idea to pick up the Police Bribe from the alley north of the bank. Instead of wasting money at Pay 'N' Spray, head to your hideout and pick up the two Police Bribes you've collected from 20 successful Vigilante Missions. These, along with the Bribe you collected in the alley, will get the cops off your back entirely.









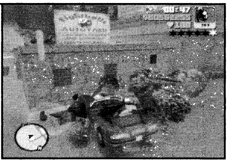
TONI CIPRIANI

TONI 1: TAKING OUT THE LAUNDRY

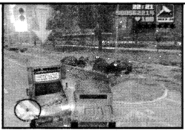
PAYOFF: $20,000

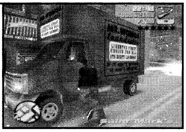
JOB DESCRIPTION: Destroy three of Mr Wong's laundry vans and mangle anyone who gets in the way.

So the laundry won't pay any protection eh?

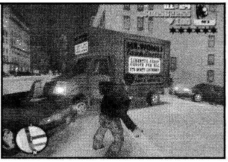


Before leaving Toni with his mom, he tells you that 8-Ball has what you need to get the job done. A weapon icon will appear on the map that will direct you to 8-Ball's garage. There are three vans driving around town; each appears as a red blip on the radar. The object is to destroy the vans. You don't need to throw Grenades at them to do this. However, if you don't have Grenades at your hideout, this is the only opportunity to get them in Portland. Head to 8-Ball's to pick up the Grenades in front of his shop (there's a blue arrow over them).



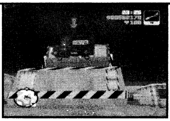


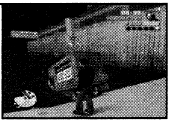
To find the trucks, follow one of the four red blips on the radar. If you touch one of Mr. Wong's trucks with your vehicle, the truck will respond chaotically and do everything possible to keep away from you. However, if you just walk up to the truck and try to open the door, you will easily be able to throw out the driver without a hassle.

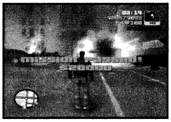


If you want to stop a truck and enter it, the best thing to do is wait until it slows in traffic and then park your car in front of the van or in front of any vehicle that's preventing the truck from moving. Just make sure that your car does not make contact with Mr. Wong's truck. Jump out of your vehicle and throw out the driver to take control of the truck. Or, you may prefer to destroy the truck without entering it by tossing a Grenade under it or filling it full of lead.

Being at the steering wheel opens up an endless number of opportunities. Drive them to the Portland Beach, park them at the edge of the sea, and let them roll in and sink under the water. Push them off a pier using another vehicle. Take them to the crusher. Ride beside them and shoot them drive-by style. Roll them, ram them—whatever it takes to destroy all four of them. Do this, and Toni pays you $20,000. Not bad, not bad at all! Except that now you'll have to do your own laundry.



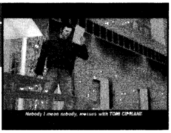




TONI 2: THE PICK-UP

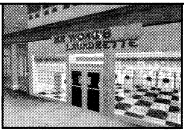
PAYOFF: $10,000

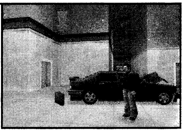
JOB DESCRIPTION: Collect the recently reinstated protection payment from the laundry, prepared for another Triad ambush.



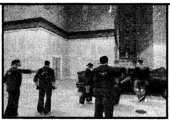
Follow the light blue blip on the radar to Mr Wong's laundry, and then drive around to the back loading docks through the connecting alleyways. You'll see the briefcase with the blue arrow over it. Park close to the money with your vehicle directly facing an exit from the alleyway before you get out.

Toni was right... it's going to get ugly. As soon as you jump out of the car and grab the briefcase, a cinematic will show a mess of Triads coming from all three exits!

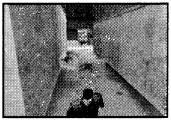




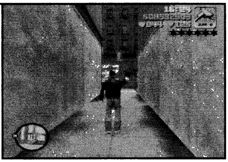
Quickly jump into the car and run over anyone in your path. Before entering the street, check the rearview visual, then throw the car into reverse to run over anyone you missed. Keep going until you've hit the opposite street. Enter another time and head down the third alley just to make sure you got them all. The alley is so narrow that there's nowhere for them to run!



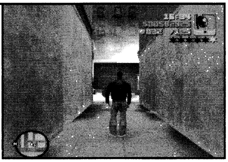
Waste them all!



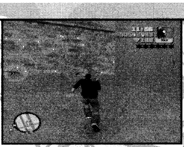
The alleyway facing the loading doors happens to be blocked by the last Triad member who's commandeered a large Belly Up truck. Shoot him, throw a Grenade or Molotovs at the truck, or take his truck and run him over.

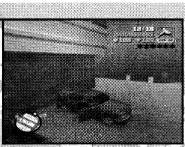


Take the money back to Toni, and he'll give you your cut... $10,000 big ones!

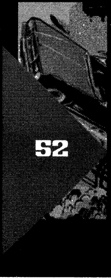


ADVANCED STRATEGY





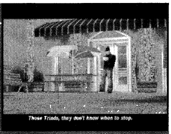
Your weakest moment in this mission occurs when you pick up the briefcase and the time that it takes you to enter your car afterward. Maximum health and Body Armor is a must. Plus, a fast, durable car is also needed. The easiest way to accomplish all this is to head to the parking lot east of Cipriani's restaurant. Walk the ledge around the building, where there's always a Mafia Sentinel parked, and follow the ramp down to an enclosed secret area. In this area, you'll find Body Armor and an AK47 power-up. On the opposite ledge, as you return to the parking lot, there is a Health Power-up. Take the parked Mafia Sentinel to the pickup location to squish the Triads under wheel.



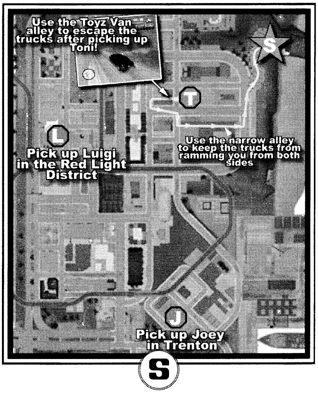
TONi 3: SaLUatore CaLLeD a meetinG

PAYOFF: $15,000

JOB DESCRIPTION: When you arrive at Cipriani's Restaurant, you'll find a letter but no Toni. The letter reads: Don Salvatore has called a meeting. I need you to collect the limo and his boy, Joey, from the garage. Then get Luigi from his club, come back and pick me up, then we'll all drive over to the boss's place together. Those Triads, they don't know when to stop. They want a war. They got a war.



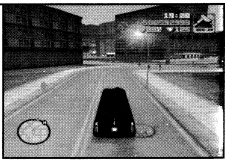
Those Triads, they don't know when to stop.



Use the Toyz Van alley to escape the trucks after picking up Toni!
S
T
L
Pick up Luigi in the Red Light District
Use the narrow alley to keep the trucks from ramming you from both sides
J
Pick up Joey in Trenton
S

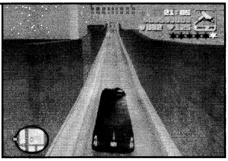
Head to Joey's garage in Trenton (the pink blip on the radar) and step into the Blue Marker. Inside, you'll find yourself behind the wheel of a limo and Joey will hop in the back.

The "Stretch" limo is no sports car, but what a looker! It's very sluggish and will take a while to climb hills, so try to avoid slowing before inclines.

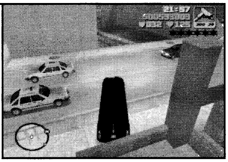


Follow the next blip to Luigi's club in the Red Light District and park in the Blue Marker. Honk the horn, and Luigi will join Joey in the backseat.

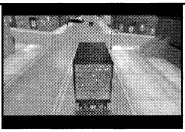
Finally, head to St. Mark's to pick up Toni. Before you sound the horn, make sure the limo faces toward the alley across the street, where the Toyz van is parked. Also, if you have a Wanted Level, you'll have to shake it. Use the Police Bribe in the narrow, sloping alleyway to the south to shake any police pursuit.



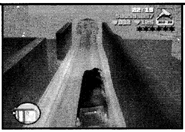
As soon as Toni hops in, multiple Belly-Up trucks will come from either direction on the main road and slam into the limo until it is destroyed! If any of the bosses die, the mission will end unsuccessfully. The alley is the only escape route—no trucks will be come from that direction.

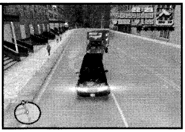


If you step on the gas as soon as you regain control after the cinematic, you'll have time to dart into the alley and begin your escape route to Salvatore's house in Portland Beach (the blip on the radar).



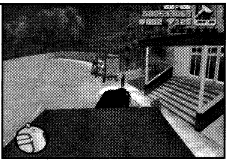
Make two left turns as you exit the alley with the Toyz van, and continue to follow the blip. Enter the narrow alleyway south of Toni's to keep the trucks from sideswiping you as you sluggishly climb the hill to Salvatore's Club. Take a left at the top of the hill at the end of the alley, and you'll see the entrance to Salvatore's to the right. This is a great angle to break through the roadblock.



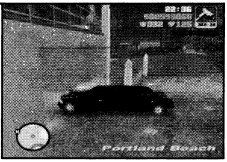


TONI 3: SALVATORE CALLED A MEETING

When you reach Salvatore's driveway, you'll see two Belly-Up trucks blocking the way. There's a space between the back of the first truck and the steps of the apartment building. Squeeze through here to make the driveway. You'll run over a guarding Triad in the process.



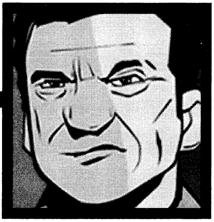
When you pull up to Salvatore's mansion, the garage door will open, allowing you to park the limo inside and escape the madness. The Don is pleased with your work and you collect $15,000!

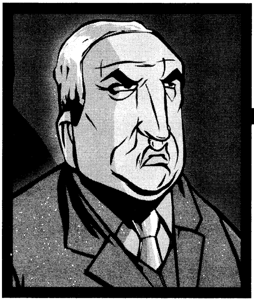


THE BOYS ARE BUSY

After meeting Salvatore Leone, the bosses you brought here will not offer any work until you take care of the Don's first request. Head toward the big "S" on the radar to pick up the first Salvatore Leone job.

Terrific, Terrific. Now listen you guys, you go inside while I talk to our new friend here.





SALVATORE LEONE

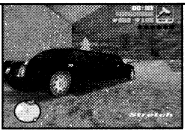
SALVATORE 1: CHAPERONE

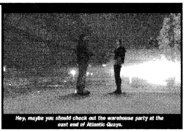
PAYOFF: $10,000

JOB DESCRIPTION: Drive the Don's girl, Maria, to a party in the Atlantic Quays, and then bring her home without any trouble.

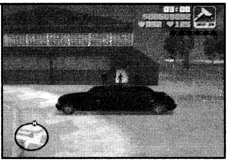
Hey Fido, Let's go visit Chico and get some party treats!

Drive the limo to the Chinatown waterfront near the El Train Station. Move into the Blue Marker, and Maria will exit the limo to talk to Chico about a party. When she returns, head to the Atlantic Quays, where you'll find a party heating up in a warehouse.

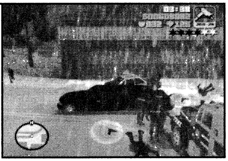



Hey, maybe you should check out the warehouse party at the east end of Atlantic Quays.

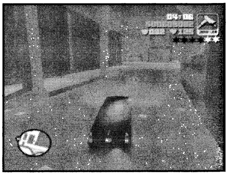
Similar to the last limo mission, the vehicle's positioning when you park is key. Pull into the parking lot, then turn around so that the nose of the limo is facing the main street and the back is facing the sea. When you stop in the Blue Marker, Maria will get out and enter the party in the warehouse. Hang tight, she won't be long. The cops are tipped off to the party and initiate a raid on the rave!



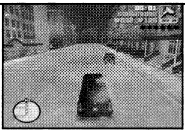
Luckily, Salvatore has a police scanner installed in the limo and you're ready for a quick getaway. As soon as Maria gets in the car, speed forward through the crowd of cops and wise guys. A Wanted Level of 2 is bestowed to you just for fraternizing with these partiers.



SALVATORE 1: CHAPERONE



You must take Maria back to Salvatore's Club as quickly as possible. You're followed as soon as you leave the warehouse party, but once you start up the inclining roads to Portland Beach, there will be plenty of time for them to catch up or for new units to be dispatched. For this reason, you should take the first two right turns as you leave the warehouse, and then turn right into Portland Docks. Once through the main entrance, turn right and then left through or around the trailers. Find the Police Bribe under the tower just beyond the trailers. If no cops followed you into the docks, then the remaining Wanted Level will fade in no time.



Portland Beach

Having taken care of the cops, take a tranquil drive back to Portland Beach and into Salvatore's driveway. Park the car in Salvatore's garage again to finish the job. The Don pays pretty well... $10,000!

mafia cars

You won't have to look long for a nice ride when you're at the Don's house. Those two Mafia Cars in the driveway are yours for the taking!

import export garage

After this mission, you'll receive a page from the Import Export Garage at the Portland Docks. See the Secrets section of this guide for more details on this and other auto theft operations.

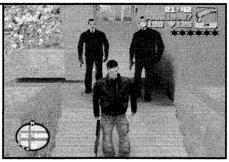
TONI 4: TRIADS AND TRIBULATIONS

PAYOFF: $30,000

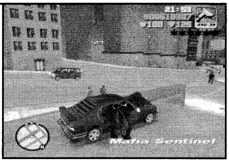
JOB DESCRIPTION: Take a few of Toni's boys down to the fish market in Chinatown and whack the Triad Warlords, along with any of their soldiers that get in the way.

Take these boys over and whack the Triad Warlords!

Two men in black follow you as you leave Toni's patio. They will continue to follow your every move—in and out of vehicles, in and out of battle—until either you or they die. Don't worry; they're on your side.



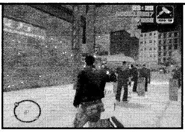
Jump into a car and wait to take off until both men have entered the vehicle. Head to any one of the three green blips on the screen. Each one will lead you to a Triad Warlord and his surrounding soldiers.

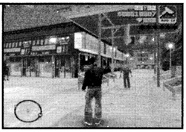


STATE OF EMERGENCY!

There's a war on the streets! Three outfits are battling amongst themselves and you're caught in the middle. Try not to huff in on foot too much. Drive as often as possible to avoid intentional fire and crossfire attacks.

CHINATOWN WARLORDS





There is a Warlord in Chinatown and he's hanging out in the fish market area (the area blocked off to vehicles). It's going to be a brutal gun battle. Run through the market area, and then press the Targeting button when you approach the Warlord in the middle of the market walkway. This will allow you to auto-track him as you shoot him up. Two Triad soldiers accompany him, and there are plenty of others in the market area just waiting to get hold of you. The best strategy is to run over any Triads in the area, then drive right up to the barrier, jump out, shoot the Warlord, run back to the car, and get the heck out of there.

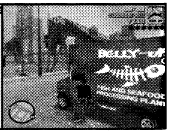
One of the Chinatown Warlords is located in the same parking lot as the stairs that lead up to the Chinatown El Train station. The safest way to eliminate this Warlord is to use your car as a weapon. His many soldiers make this area very unsafe. Cops will more than likely be alerted and thrown into the mix, too.

The Warlord is the guy with a blue arrow over his head. Take him out and don't worry about the rest of the gang, unless you want to augment your arsenal with a few more weapons by participating in the street wars.

For fun, there's an Adrenaline Power-up between the warehouses. You can use it to seemingly step into a John Woo film as you take out the Chinatown Triads.

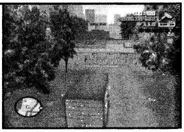
BELLY-UP

A "Belly-Up" truck is parked in the lot where this battle takes place. Before you leave the area, take the truck or one of the many just like it—you'll need it when you leave Chinatown.



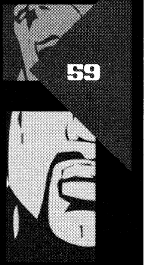
CALLAHAN POINT WARLORD

In a Belly-Up truck, follow the green blip on the radar. Pull onto the dirt road off of the main street and approach the Turtle Head Fishing Co. warehouse's electric gate. The gate will open only for the Belly-Up truck that you've commandeered. Drive around the building, running over soldiers until you can squash the guy with the blue arrow looming over his head. Once you've taken out the Warlord and most of his soldiers, jump out of the truck and pick up the special Package in the back of the building.

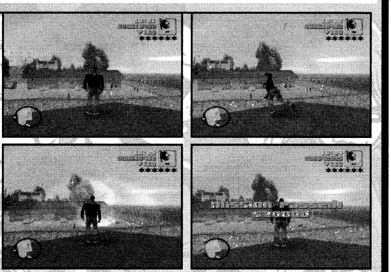


PAGER MESSAGE

After finishing off the Warlords, Toni will page you with an urgent message concerning another important job. Take it.



ADVANCED STRATEGY

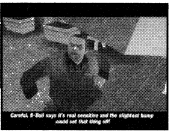


If you're running low on health and still have the Callahan Point fish factory Warlord to take out, you can avoid confrontation altogether. Walk around to the opposite side of the fish factory—the north side, opposite the electric security gate. Climb the tall, grassy mound to look over the wall and see the backside of the factory. You'll see the Warlord on a loading dock with a few of his cronies around him. Throw a Grenade or Molotov Cocktail over the wall and onto the Triad gang. Watch to make sure they don't get up. If they do, throw another one. There is no way that their bullets will find you from this vantagepoint.

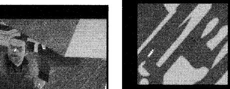
TONI 5: BLOW FISH

PAYOFF: $30,000

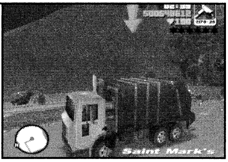
JOB DESCRIPTION: Carefully drive the Trashmaster rigged with a bomb to the fish factory and park it between the gas canisters. Set the bomb, then get the hell out of there!



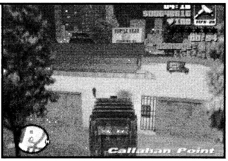
Careful, 8-Ball says it's real sensitive and the slightest bump could set that thing off!



The red blip on the radar will direct you to 8-Ball's. Once you arrive, head to the left of his garage to the train tracks to find the giant Trashmaster. Jump into the driver's seat and get a feel for the handling—quickly. You have two-and-a-half minutes to deliver the bomb to the fish factory in Callahan Point!



Drive very carefully. You really don't have to worry about your speed, because it has none, but you do have to be very good at navigating the roads. Don't hit anything. The vehicle will sustain small impacts, but it's hard to predict just what might trigger the bomb inside the truck.

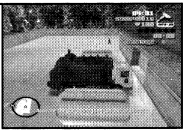


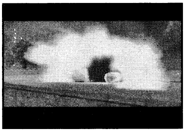
TONI 5: BLOW FISH

★★★★★★

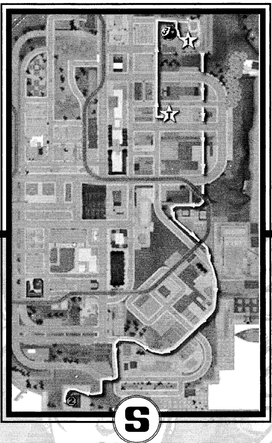
Take It easy!

Drive this Trashmaster the way you would if your mother was in the passenger seat next to you. She may not be proud of your job (Trashmaster or crook), but consider the wheels you can afford.

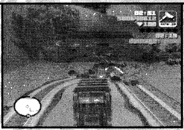


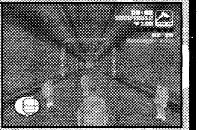


Follow the pink blip on the radar all the way to Callahan Point, into the Turtle Head fish factory's electric gate. Go to the opposite side of the building to find the blue marker. Activate the bomb, then exit the Trashmaster and head for cover! Some Triads are likely to attack once you exit the vehicle and they discover you're not the trash man. Run to a corner of the lot, targeting and shooting the few who spot you. The others will get theirs when the building explodes.



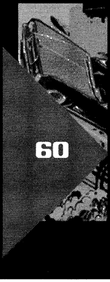
ADVANCED STRATEGY





Portland View

As soon as you pick up the Trashmaster, turn around and head south into the tramp tunnel. You can take this route as far as the Portland Docks without the threat of a collision with another vehicle. Exit the tunnel, take a right beside the Supa Save, and then take a left and head south out of the main entrance, toward the docks. Remain on this road until you reach the intersection near the Callahan Bridge. Then take a left and another right at the next intersection. Just across the street is the dirt road that leads to the fish factory. Park the Truck, set the bomb, and let the mackerel fly!

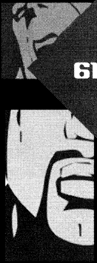


SALVATORE 2: CUTTING THE GRASS

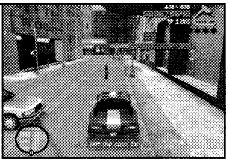
PAYOFF: $15,000

JOB DESCRIPTION: Follow Curly Bob's taxi home from his bartending job at Luigi's club. If he's been rattin' on Salvatore, kill him.

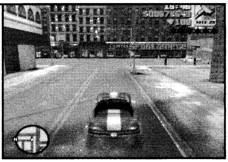
We got us a rat!

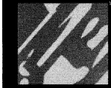


Take the car you drove up in or one of Salvatore's new Mafia Sentinels and head over to Luigi's Sex Club 7 in the Red Light District. Park a half block from the entrance and watch the taxi on the corner in front of the club. Curly will come out of the alley and enter the cab.



A Spookometer will appear below your Wanted Level. The object is NOT to spook Curly. Don't let him know he's being followed. Stay half a city block behind him to avoid registering anything on the Spookometer, but stay close enough to keep him in sight. The cab does not appear on the radar, but a blue arrow above the cab identifies it on screen.



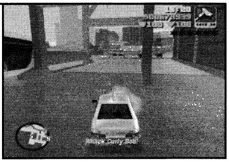


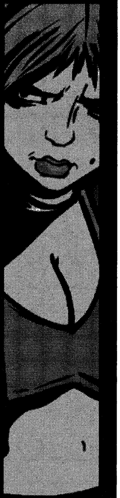
Follow Curly to the Portland Docks. A cinematic will show him leave the cab and talk with Catalina and Miguel. Turns out Curly's spilling the beans after all. He tells the Colombians that the Leones are in a war on two fronts. They've got a turf battle with the Triads and are stirring up bad blood with the Forelli—and Salvatore is suspecting everything and everyone.

Were you followed? You know what goes on here is our little secret.

Salvatore is becoming dangerous and paranoid. He suspects everybody and everything.

When control returns to you, you get the "go" to whack Curly for talking. Locate him on the radar (the green blip). Run over him with the car or shoot him Mafia-style. Be careful, though—he's toting a shotgun. Curly Bob can be found somewhere between the trailer offices and the ramp to the large ship. Jump out of the car and find the Adrenaline power-up surrounded by the trailers, then smack him with superhuman strength! When the deed is done, you collect the dough... $15,000 to be exact.



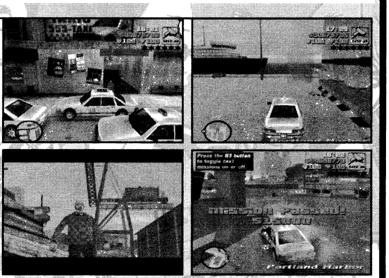


Pager Message

If you haven't already taken care of the Triads and Tribulations job for Toni, then he'll page you when you complete this job for Salvatore. He says he wants you to take care of the Triad Warlords. This must be done to receive Salvatore's next job.

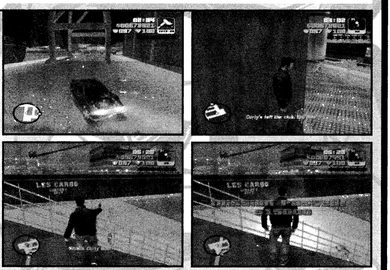
Advanced Strategies
Curly Fare

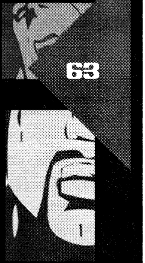
Instead of following the Taxi, *be* the Taxi. Steal a Taxi after taking the job from Salvatore, and park it behind the Taxi waiting for Curly Bob at Luigi's Sex Club. When Luigi exits the bar, he'll enter the first taxi he gets to—yours! Now there's no Spookmeter, so no sneaking around. Just take him to the blue marker in Portland Harbor. When the cut scene conversation ends, waste him in whatever style you deem necessary.



Beat 'em There!

Because you know where Curly Bob is headed, hide there and wait for him to arrive. From Salvatore's, head straight to the Docks of Portland Harbor, and ascend the stairs on the side of the warehouse, just beyond the Police Bribe under the tower. Ascend the first flight of stairs and stop just before you reach the landing. Make sure that you remain on the south side of the warehouse and not the east—Bob will see you there. Wait for him to arrive and have his tête-à-tête with the Colombians. As soon as the meeting ends, Bob will appear at the bottom of the stairs on which you're standing. He won't see you, though. Drop a Grenade or Molotov Cocktail over the rail down on Curly, or target him with one of your weapons, preferably the Uzi or AK-47.

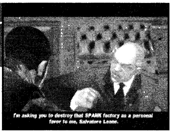




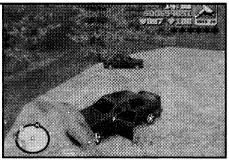
SALVATORE 3 & 4: BOMB DA BASE

PAYOFF: $150,000

JOB DESCRIPTION: Destroy the floating SPANK factory with explosives from 8-Ball.


I'm asking you to destroy that SPANK factory as a personal favor to me, Salvatore Leone.

Take a Mafia Car over to 8-Ball's (the green "8" on the radar). When you arrive at your buddy's auto yard, head around to the side of the building adjacent to his bomb-fitting facility to find a blue marker. Step into it. One of two things will happen: either he'll help you or he won't. It will take $100,000's worth of explosives to sink the ship—and this comes out of YOUR pocket!

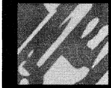


BOMB DA BASE (PARTS 1 & 2)

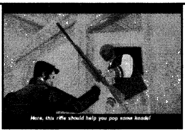
Part 1 of Bomb da Base ends as you leave Salvatore's house. Part 2 begins when you enter the blue marker at 8-Ball's auto yard with enough money to purchase the expensive explosives.

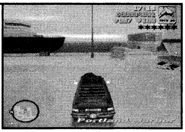
8-Ball may be your pal and all, but he won't take an IOU, so you'll have to come up with the money if you don't already have it. If you've been following along with the guide and have completed all the missions up until now, you'll either have the money or come very close, depending on how many times you've lost money from going to the hospital, gettin' busted, or paying to have your cars painted. Take any of the little missions like Marty Chonks, the Toyz vans, or the Patriot Playground to make up the difference. You could even try to find more of the Hidden Packages, attempt some jumps and stunts, or take some Taxi jobs... the list goes on and on. There are plenty of ways to make trouble and earn some cash.

Yo my man! Salvatore phoned ahead,



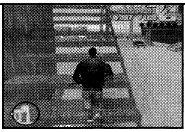
When you've got the dough, 8-Ball hands you a Sniper Rifle. If you had enough money, step back into the blue marker in front of 8-Ball's door, and he'll agree to work with you. Allow 8-Ball to enter your vehicle before taking off without him. If you smash or have to leave your vehicle, 8-Ball will follow you.

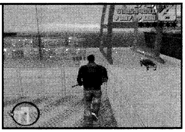




SALVATORE 3 & 4: BOMB DA BASE

Follow the pink blip to Portland Harbor and enter the blue marker near the docks. 8-Ball instructs you to find a good vantagepoint to shoot while he sets the explosives.

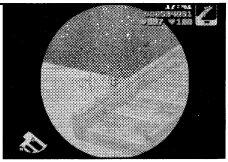




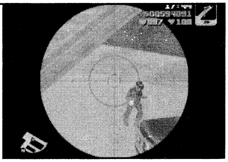
As 8-Ball heads for the colorful storage containers, you should take the car toward the Les Cargo ship. There's a set of stairs that lead to the roof on the corner of the building that faces the ship. Climb to the first landing for a great view of all the Colombian guards on and off the ship.

SNIPER RIFLE CONTROLS

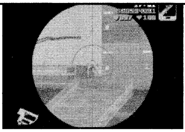
Press and hold the *Right Mouse Button* or *Delete* to target; *Page Up*, *Joypad 3*, or *Z* zooms in; *Page Down*, *Joypad 2*, or *X* zooms out; *Numpad 0*, *Left Ctrl*, *Joypad 1*, or the *Left Mouse Button* fires. Aim true... you have 30 rounds of ammo.

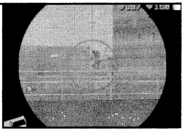


There are 15 Colombian guards in all. There are two on the ground guarding the ramp, and the rest are aboard the ship. Because 8-Ball will start up the ramp to the ship as the first shot is fired, it's best to take out the two guards watching the ramp first.



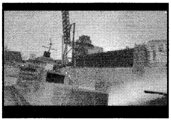
Aim for the noggin to see the killer head shot animation, although a hit anywhere on the body will put them down for good. When you shoot the first guy (left of the ramp), the second (right of the ramp) will run for cover behind the Colombian Cruiser. His entire upper body will still be visible and easily targeted over the truck's hood.





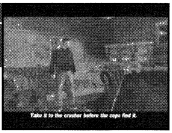
Now you must quickly focus on the 13 guards on the ship before 8-Ball gets there, or else they'll start shooting at him as he approaches. To make it easy on you, take aim at the head of the first guy onboard near the ramp, take the shot, and then avoid the up and down aiming adjustments. Use the left and right aiming to focus your shot on the rest of the Colombians. You will need to raise the scope only if you want to get a head shot on the guy standing on the crates, but this is not necessary. A leg shot will do.

When done correctly, 8-Ball will run into the ship's hull, plant the explosives, then run back down the ramp just as the ship explodes and sinks. You not only earn $100,000 from this job, but you'll also have access to the Colombian Cruisers near the sinking ship. These vehicles are tough, but they're easily rolled over.



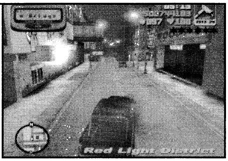
SALVATORE 5: LAST REQUESTS

PAYOFF: $20,000
JOB DESCRIPTION: Take a brain-splattered car parked around the block from Luigi's Sex Club 7 to the crusher.



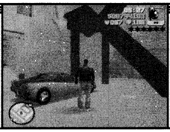
Take it to the crusher before the cops find it.

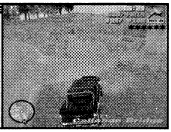
Follow the Red blip to the sports car behind Luigi's. As soon as you enter the Red Light District, you'll receive a page. Pay attention to the message—it will save your life. It's a page from Maria, Salvatore's girl. She says the car is a trap and you should meet her at the slip south of Callahan Bridge. You'll now see Maria indicated by a pink dot on the radar.



DON'T NEED A CHEETAH

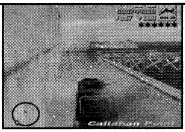
If you enter the Cheetah in the alley, you won't have enough time to escape with your limbs attached. The car is rigged with a bomb.





THE SLIP

Drive into the tunnel near the Callahan Bridge in the Red Light District, and you'll emerge at the slip in Callahan Point. Drive into the blue marker at the end of the road, and a cinematic will show Maria spilling her guts about Salvatore.

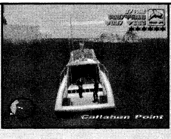


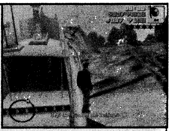
This is a friend of mine ok, she's an old friend.. It's Asuka, she's someone we can trust.

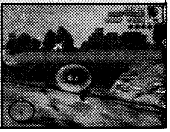
DON'T FEAR THE REEFER

You, Maria, and her friend, Auska, step aboard the Reefer to leave Portland. The boat controls are similar to driving a car except there are no brakes, just reverse. If you've never navigated a boat before, you'll quickly learn that you must give it gas to turn. When you press *Return/Enter*, *Joypad 4*, or the *F key* to stop commanding the Reefer, you won't hop out of the boat automatically. You must do this manually if there isn't a blue marker to drive into.

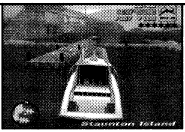
"SEA" THE PACKAGE?

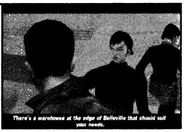






Have a look around just off the shores of Portland. You'll find a Hidden Package (#32) on a small island of rocks. You may not be able to get back on the boat (it may float away), but you'll still have your Package if you end up at the hospital. Run the boat onto the rocks a bit so that it will slowly float back to the sea, giving you enough time to nab the Package and return to the boat. Press Return/Enter, Joypad 4, or the F key to reenter the boat as you approach it.




There's a warehouse at the edge of Belleville that should suit your needs.

Navigate toward the pink blip on the radar. This is the blue marker at the docks in Staunton Island. After being welcomed to Staunton Island, the girls depart. Asuka directs you to a place where you can lie low for a while—your saving Hideout at the edge of Belleville in Staunton Island. When the mission ends, you'll have $20,000 more in your pocket. Take this time to explore Staunton Island and to follow the house icon to your new hideout, and then save your progress.

STAUNTON ISLAND

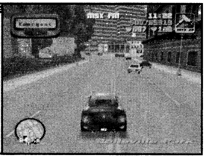
You now have access to the entire area of Staunton Island. Take this time to get familiar with the roads, the people, and the cars. There are lots of nice sports cars and SUVs to be had.

COMMUTING

Some time after arriving in Staunton Island, you'll hear a report on a car radio that the Callahan Bridge has been repaired. All the routes between Portland and Staunton Island are now accessible. The Callahan Bridge is fixed, the Subway is open, the Porter Tunnel is available for travel, and there are boats at the docks.

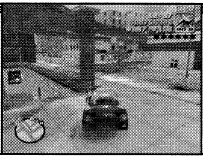
EV CRANE PAGE

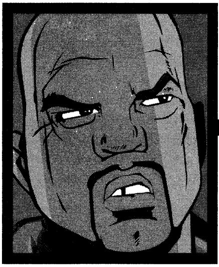
You'll receive a page from someone in Portland Harbor after completing this mission. The Emergency Vehicle Crane behind the Import Export Garage at the docks is open for business. Check it out and refer to the Secrets section of the guide for a list of vehicles that the crane will pick up.



LAST HIDDEN PACKAGE

If you picked up Hidden Package #32 (see the map) from the island near the Callahan Point slip, then there's only one left in Portland. Return to Portland and take Hidden Package #33 from the Subway station in Chinatown.





INDUSTRIAL DISTRICT'S EXTRA MISSIONS

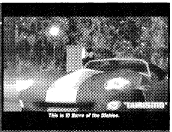
The following jobs are not necessary to complete the game, but you'll miss out on a bunch of money and fun if you don't take them. Plus, you'll never reach the 100% completion mark without taking these side jobs.

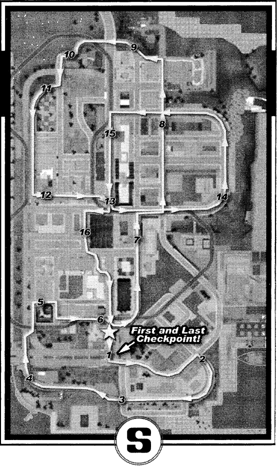
EL BURRO

EL BURRO 1: TURISMO

PAYOFF: $10,000

JOB DESCRIPTION: After getting El Burro's page, head to Hepburn Heights and follow the blue blip on the radar. Answer the phone and accept El Burro's challenge to a race by the old school hall.

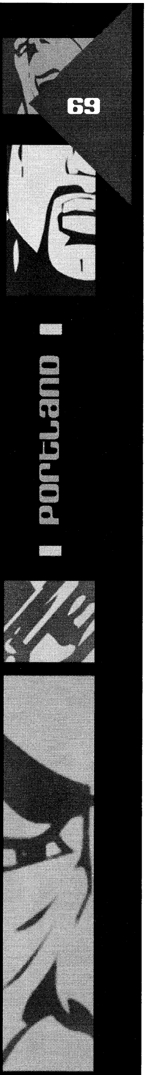




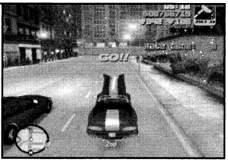
Before you answer the phone in Hepburn Heights, head to Easy Credit Autos to nab the Banshee, or steal a Police Car, or even a Mafia Sentinel. Take your dream machine to the pink blip on the radar in Chinatown, near the Callahan Bridge and the old school hall. Pull into the blue marker next to the three Diablo-driven Cheetahs and wait for the three-second countdown.

FIND YOUR OWN RIDE!

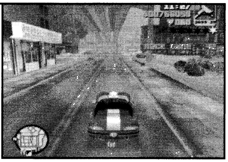
You cannot steal any of the three Cheetahs waiting to race. The doors won't open, and the race will start if you just slightly touch them with another vehicle. You must race against the three Cheetahs.



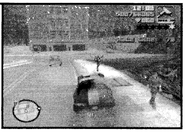
Press on the gas while the countdown is in progress to ensure your car takes off when the race begins. You can take the Cheetahs from the start and beat them to the first checkpoint if you have the Banshee, a Police Car, or a Mafia Sentinel. This is all it takes, as long as you hit the first checkpoint and know the course (see the map), you can hang onto the lead throughout the race if you stay calm and don't drive cautiously.



Follow the path illustrated on the map for the best route through Portland. This enables you to hit all the checkpoints with speed and accuracy. You must drive through all the checkpoints and you cannot skip any of them. Watch your ranking on the bottom of the screen to help pace yourself. The pink dot on the radar marks the current checkpoint you are looking for, but the opponents will not appear on this radar, so watch out!



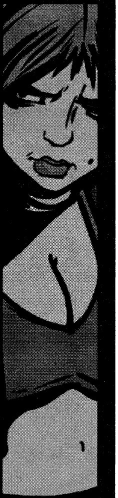
The key to beating the Cheetah-driving Diablos is to be cautious and to use good judgment in the turns. The Diablos will be so busy speeding and crashing into each other and other vehicles that you will take the finish with ease. It's the classic tortoise and the hare lesson to be learned here.



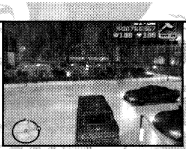
This lengthy race will send you around the city a few times on different streets. There are 17 checkpoints, including the red one at the finish line just beyond the old school where you started. The race should take you about two minutes to complete. The reward for a first place finish is $10,000!

DO OVER

After completing all of El Burro's jobs, the phone in Hepburn Heights where you take his jobs will continue to ring. You can answer the phone to replay Turismo again and again. You'll notice on the Stats screen that there is a Turismo best time listing. This doesn't mean you didn't complete the job; it's only there so you can continue to better your time.



ADVANCED STRATEGY: SABOTAGING THE CHEETAHS



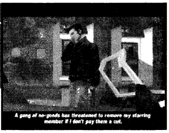
It is possible to obstruct the road in front of the Diablos so that they get a horrible start to the race. You can park a few trucks or cars in front of the Cheetahs (sometimes your roadblock disappears when you're out stealing a second or third vehicle to add to the obstruction).

Here are two very important tips. One, don't touch the Cheetahs with another vehicle, or the race will begin while you're stuck in a truck or something equally as bad. Two, don't try to do this if you've completed all the other jobs in Portland. If you do and you attempt to get out of your vehicle, the local Triad gangs will pummel you!

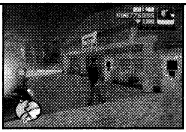
EL BURRO 2: I SCREAM, YOU SCREAM

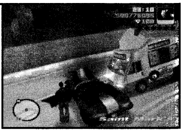
PAYOFF: $6000

JOB DESCRIPTION: Pick up the hidden bomb in Harwood, hijack the regular ice-cream van on its route, and lure the Forelli gang to their doom—a warehouse in Atlantic Quay.

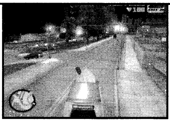


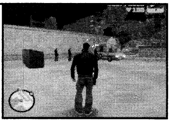
A gang of no-goods has threatened to remove my starring member if I don't pay them a cut.



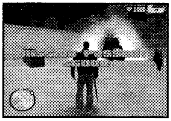


First, you need to pick up the briefcase containing the bomb. Follow the blue blip on the radar over the overpass, a block away in Harwood. You'll see the blue arrow pointing to the briefcase in the small Borgnine Taxis parking lot. Pick it up and search for the ice cream truck—follow the red blip on the radar. You should catch up to the van somewhere around St. Mark's. Block the truck with your vehicle, toss out the driver, and speed away in your shiny, new "Mr Whoopee" ice cream truck.





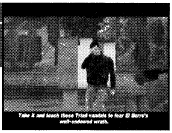
Follow the pink blip on the radar into the Atlantic Quays. Drive over the cones that line the entrance to the warehouse hideout of the ice cream-adoring gang. Park the van in the blue marker, then press the *Left* or *Right Shift key*, and the melody plays to attract the sugar hungry gang. When the Forelli thugs arrive, exit the vehicle and move far away. Notice that there's a detonator in your hand. Once you reach a safe distance, press the Fire control activate the bomb. KA-BOOM! $6000 for you. Gather weapons from the carnage.



EL BURRO 3: TRIAL BY FIRE

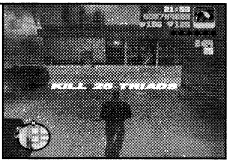
PAYOFF: $10,000

JOB DESCRIPTION: Pick up the flame-thrower and teach the Triad vandals to fear El Burro's wrath.



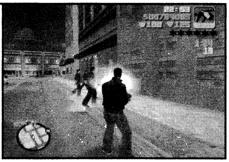
Take it and teach these Triad vandals to fear El Burro's well-endowed wrath.

Go to Chinatown, following the gun icon on the radar to an alley where there used to be a Rampage power-up. That power-up is now a Flame-thrower. This mission is very similar to a Rampage challenge: you must use a weapon with unlimited ammo to knock off a plethora of people within a certain amount of time. Make sure to have Armor and 100% health before starting this challenge.

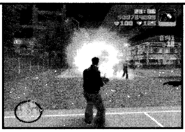


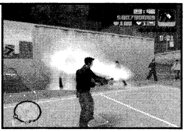
KILL 25 TRIADS

Take the Flame-thrower out to the street and waste 25 Triads in two-and-a-half minutes. Head to the nearest intersection to get the most Triad traffic. The biggest thing to worry about is not burning yourself in the process. Try to keep your distance from the future crispies and don't burn anyone beside you—the fire will spit back in your face and inflict damage.



If you're having trouble finding 25 Triads, go a block south to the basketball court in the park. Triads like basketball, so you'll easily meet the toast quota here! When it's all said and well done, you'll earn $10,000! Collect the weapons and head to the hospital if you need to recover from any burns.

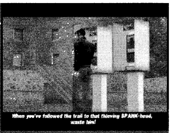




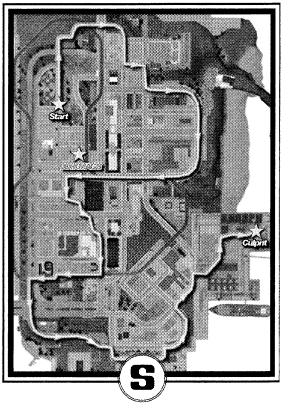
EL BURRO 4: BIG 'N' VEINY

PAYOFF: $20,000

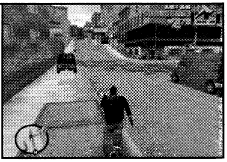
JOB DESCRIPTION: After getting the scoop in the phone booth, take the van and collect the trail of adult magazines, then deliver them to XXX Mags in the Red Light District.



When you've followed the trail to that thieving SPANK-head, waste him!



El Burro's collection van is parked outside the Hepburn Heights parking lot. Enter the Rumpo van and drive north through the bundles of magazines. You must follow this trail of magazines to find his stolen van. That's not the worst of it, though. You begin with only 25 seconds to finish the course! Every magazine bundle you drive through gives you an additional second... yeah, only one second. Stay on target and don't stray too far off the trail.



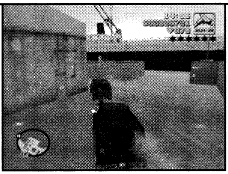
XXX MAGS

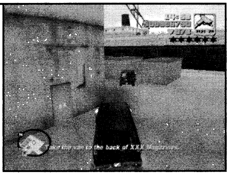
The pickups are not indicated on the radar as the checkpoints were during Turismo. This means you must keep your eyes on the road. You DO NOT have to pick up all the magazines to accomplish this mission.

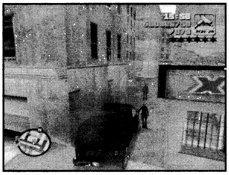
You may find it easier to take this mission at night when there aren't as many vehicles on the road. Not only do they drive over the magazines when you need them, but they also tend to run through intersections in attempts to knock you off course.

Refer to the map in the guide to learn the magazine route before taking the job. Once you know the route, the rest is a breeze.

The thief is standing at the back of the van near the Emergency Vehicle Crane at Portland Harbor. Sandwich him between the two vehicles to squish him, and take the stolen goods to the back of XXX Magazines in the Red Light District (follow the pink blip on the radar).



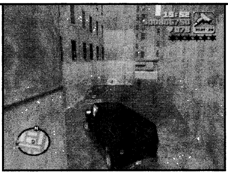




correct van

Make sure you take the van you're driving to XXX Magazines. You've been collecting all the mags in your van, so the El Burro's stolen van is empty.

When you drive into the blue marker behind the store, a cinematic will show the men of Liberty City very satisfied by your delivery. You should be excited, too, with your $20,000 reward! You will now see a stack of magazines at your Hideout, but they're just eye candy—you can't pick them up.



MISSION PASSED!
$20000

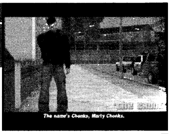
MARTY CHONKS: BITCH 'N' DOG FOOD FACTORY JOBS

A phone located a block east from Joey's Garage rings between the hours of 9:00 and 18:00 (after delivering Misty to Joey in mission, *Luigi 3: Drive Misty for Me*). Pick it up to get jobs from Marty Chonks, the owner of the Bitch 'n' Dog Food plant.

MARTY CHONKS 1: THE CROOK

PAYOFF: $1000

JOB DESCRIPTION: Pick up the bank manager in Marty's Car and bring him back to the Bitch 'n' Dog Food Factory.



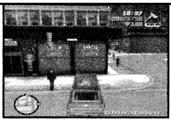
The name's Chonks, Marty Chonks.

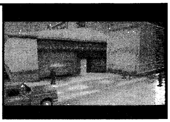
Walk up to the gate that's cattycorner from the phone. It will open as you approach it. Head around to the back of the factory and find Marty's car behind a tractor-trailer. Nice wheels, Marty... it's a station wagon!

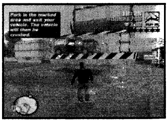
MARTY'S CARS

Marty always supplies his own cars for you to use on his jobs, so don't wreck 'em! If you destroy his cars, you'll fail his missions.

Drive the Perennial (and hope it lives up to the name) toward the green blip on the radar. This will take you to the bank manager outside his place of work in Chinatown. Simply drive him back to the Dog Food Factory, then enter the blue marker and stop. The banker gets out of the car, enters the factory, and gets whacked! The job's not over yet—take the car to the crusher to get rid of the evidence!





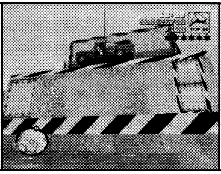


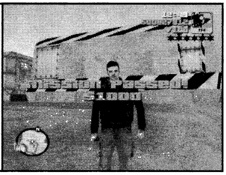
Park in the marked area and exit your vehicle. The vehicle will then be crushed.

Follow the pink blip on the radar to the Harwood Junkyard, avoiding pedestrians to keep the fuzz off you. Drive to the back of the junkyard and enter the blue marker near the crusher. Stop the car within the marker and get out. Watch as the car gets lifted and squished! You now have $1000 more than you did a moment ago. Return to Marty's for more work (the pink blip on the radar).

CRUSHER 24/7:

This crusher is operable at all times, even though the blue marker will not appear here again! Using the crusher is a great way to get rid of a vehicle. Just park the car under the magnet and clear out!

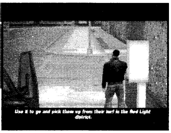


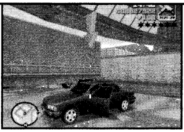


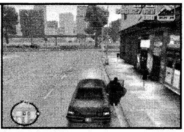
MARTY CHONKS 2: THE THIEVES

PAYOFF: $3000

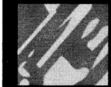
JOB DESCRIPTION: Use Marty's car to pick up the insurance fraud thieves in the Red Light District, then bring them back to Marty at the Dog Food Factory.


Use it to go and pick them up from their turf in the Red Light district.

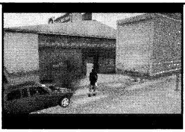


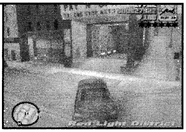


Get into Marty's Sentinel, found behind the tractor-trailer, inside the gates of the Bitch 'n' Dog Food Factory. Follow the green blip on the radar to the Red Light District, where you'll see the two thieves standing outside a red painted café. Pick them up and take them back to Marty's inside the gates of the Dog Food Factory. Drive into the blue marker and stop. The two crooks will enter the factory to see Marty. As before, when dealing with paranoid Marty, he wants you to respray the car, then ditch it.



Take the car to the Pay 'N' Spray (the orange blip on your radar) and have it repainted. This time, you're going to have to pay for the service!

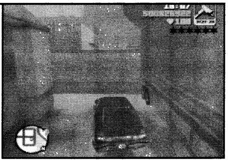




CAR TROUBLE?

If you ever get a car that's essential to the mission stuck in odd terrain or can't get the tires to grip, exit the vehicle, find another one, and gently push the key vehicle out of the hazard. Reenter the newly freed vehicle and continue the mission.

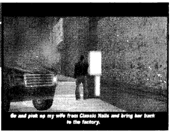
Follow the pink blip back to Marty Chonks' and enter the blue marker. You just netted $2000 (after deducting $1000 from your profits to paint the car). Oh, well. That's the cost of doing business in this shady line of work.



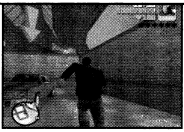
MARTY CHONKS 3: THE WIFE

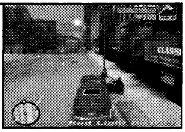
PAYOFF: $2000

JOB DESCRIPTION: Use Marty's car to pick up his wife from Classic Nails, then bring her back to the factory.

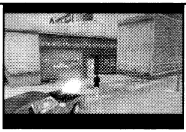

Go and pick up my wife from Classic Nails and bring her back to the factory.

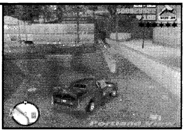
This time, Marty has a bright red Esperanto waiting for you behind the factory. Exit the parking lot through the gate again and head for Classic Nails in the Red Light District (the green blip on the radar). Take great care while driving this car, and make sure that you don't hurt Mrs. Chonks either—her husband will do that himself. Follow the pink blip on the radar back to the Dog Food Factory and deliver the Missus to Marty.



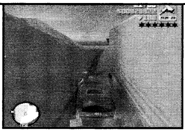


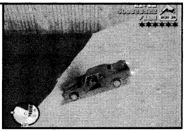
After the dirty deed has been done dirt cheap, dump the car into the sea. There isn't blip on the map this time to direct you to the watery grave, but you can't miss it.

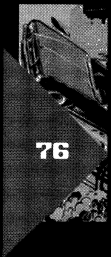




For fun, head to Portland View and enter the Supa Save parking lot. Drive through the narrow passageway to the east of the building, and turn right at the end to access Portland Beach. Drive the car to the shoreline and quickly get out. The car will roll on this steep beach slope, and the waves will pull the vehicle under!







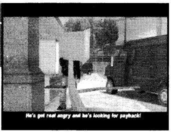
Splash, splash, give me the cash! Cha-ching! $2000 for completing the job.

Mission Passed
$2000

Marty Chonks 4: Her Lover

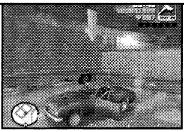
Payoff: $4000

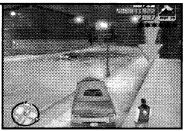
Job Description: Take Marty's latest car to pick up his late wife's lover, Carlos, and bring him back to the factory.



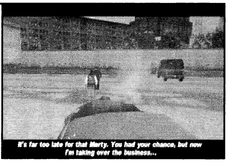
He's got real angry and he's looking for payback!

Take the Stallion from the Dog Factory parking lot and head to the green blip on the radar. Stop at the apartment building in Chinatown, where you'll find Carlos waiting for you—the guy with a blue arrow over his head!



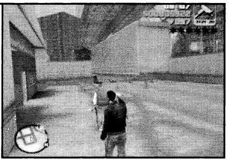


Take the lover boy back to Marty's factory. When you pull into the gates, you'll finally see Marty just standing there, waiting for his wife's fling. Stop within the blue marker. Carlos will exit the vehicle, jump up on the hood, and take out Marty with a shotgun! Oops! This ends the Marty Chonks jobs. But hey, you made some cash.



It's far too late for that Marty. You had your chance, but now I'm taking over the business...

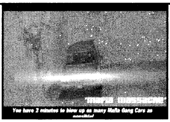
To avenge Marty Chonks, jump out of the vehicle, shoot Carlos, and take his Shotgun!

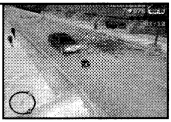


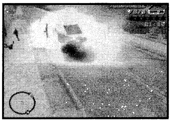
RC TOYZ

RC TOYZ: MAFIA MASSACRE

There's a light blue van with a painted white panel in St. Mark's alley, across the street from Cipriani's Restaurant. Hop in to begin a little Toyz Challenge. You must guide little RC racecars one at a time into the surrounding streets to destroy Mafia Cars. Press the Fire control to detonate the RC cars next to or under the Mafia Cars. You'll find that controlling these tiny assassins is no different from any other vehicle. When one explodes, the next will immediately launch from the Toyz van for another go. Destroy as many Mafia Cars you can in a minute fifty-five. You get $1000 for each successful hit.



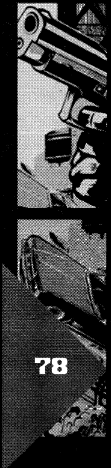




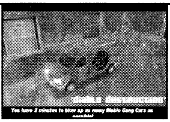
RC TOYZ: DIABLO DESTRUCTION

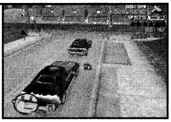
PAYOFF: $1,000 FOR EACH GANG CAR DESTROYED

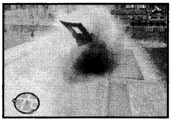
JOB DESCRIPTION: The RC Toyz Van, Diablo Destruction, is around the corner from the Hepburn Heights El Train Station. As with any other RC Toyz mission, you have a minute and fifty-five seconds to blow up as many Diablo Gang Cars (Diablo Stallions) as possible. Press the Fire control to detonate the toy, or ram into the tires of the gang cars.

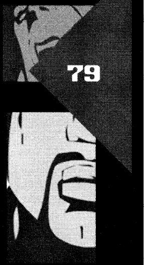


Leave the parking lot by the stairs that lead up to the El Train. The RC car is already pointing in the correct direction each time it reappears after an explosion. Stick to the surrounding block as you look for Diablo Stallions. You receive $1,000 for each Diablo Gang Car you annihilate. When you see two Diablo Stallions close together, sneak the RC car between them and blow it to bag two at one time!





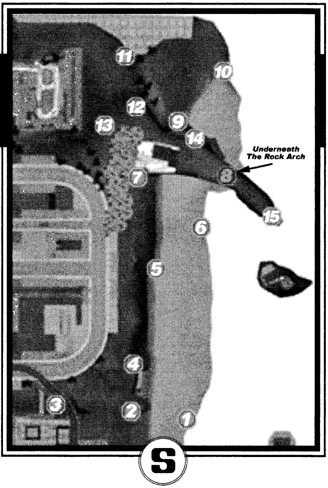


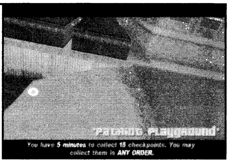


4X4

Patriot Playground

Reward: $20,000



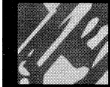

'Patriot Playground'

You have 5 minutes to collect 15 checkpoints. You may collect them in ANY ORDER.

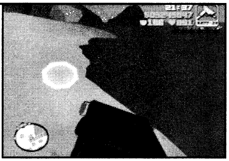
Jump into the Patriot and begin the Patriot Playground challenge at the Supa Save grocery store in Portland View. You have five minutes to collect 15 checkpoints, which you can gather in any order. A quick cinematic shows you a few locations and what the checkpoints look like[md]glowing blue markers. The timer will start after you pass through your first checkpoint. Each checkpoint will credit you with 20 seconds to make it to the next checkpoint. Time is cumulative, so the faster you get the easier ones, the more time you have to work on the tougher ones.

The Patriot is one heck of a climber! It can scale sheer rock surfaces. Put it to the test, it won't let you down.

We have numbered the checkpoints and illustrated them on the map so you can match the tactic to the checkpoint in the following passages.



[1]

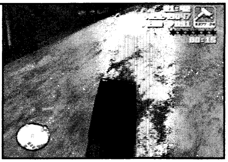


Start by running through the checkpoint on the shoreline closest to the dock wall on Portland Beach. Then immediately turn away from the water and head west to the next checkpoint. You can plainly see it on the side of the rock ledge ahead.

PATRIOT PLAYGROUND

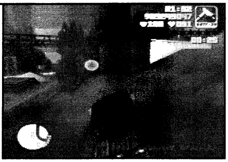
[2]

Build up speed along the sandy beach from checkpoint 1, and power the Patriot straight up the cliffside through checkpoint 2. Once through it, continue up the path and to the left to align yourself with the next checkpoint.



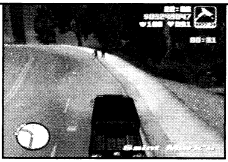
[3]

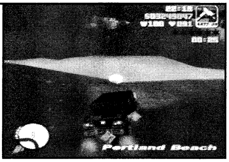
Head to the left across the grassy area toward the checkpoint located near the steps leading down to the SupaSave. It's also underneath the El Train tracks. Pick it up and drive up the stairs to the road.



[4]

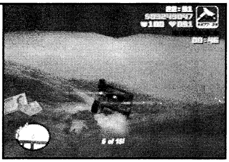
When you reach the road, turn right and go up the road to the first curve and head back onto the grassy area. The next checkpoint is located on the face of the cliff. You need to proceed cautiously, as too much speed will send you plummeting below. After picking it up, head back up to the grassy area and turn right.

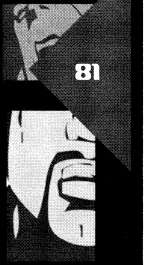




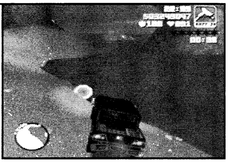
[5]

Head down the grassy area behind the buildings, and keep a close eye on the radar to track the on-screen blip. Switch to Chopper Cam view so you can see over the edge of the cliff to spot checkpoint 5. When you're lined up, turn right and proceed down the cliffside; make sure you hit the brakes as you go down the hillside to avoid going out of control. Run through the checkpoint—it's stuck in the crevice midway down the hillside.



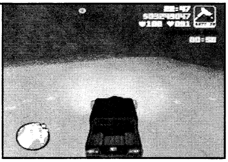


[6]



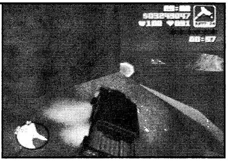
Now, back on the beach from the hillside plummet, head north along the shoreline, being very careful not to slide into the water. The Patriot can recover from a window-height submersion in water, but don't put it to the test right now. As soon as you pick up the sixth checkpoint, you should be able to see the next checkpoint located on the face of the hillside.

[7]

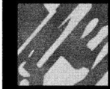


From checkpoint 6, gather some speed and head up the beach to the checkpoint on the hillside. After grabbing it, throw your Patriot in reverse and go back to the beach. Now it's time to head toward the rock arch.

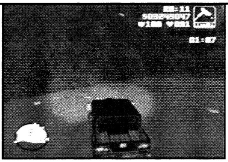
[8]

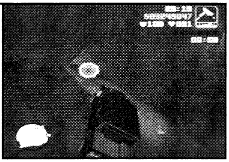


Stay close to the mountainside as you pass under the rock arch, and do your best to avoid getting anywhere close to the sand to your right. This area is a tough spot. Just a little off course to the east, and you'll be plucking fish from the Patriot for weeks. When you pass through the checkpoint under the rock arch, continue to follow the base of the mountain around to the left. Ride north to the beach and to the large, grassy area, spin the Patriot back around, and face the south. This is so that you'll have enough room to build up speed and find the correct angle to take checkpoint 9.



[9]





Instead of trying to force the Patriot up the steep north side of the ledge, climb the ledges on the rock arch's north base from the lower angled slope along its east side. Run through the checkpoint and head back down to the grassy area to the north.

[10]

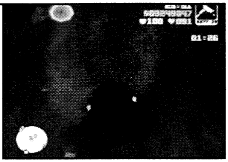
On the grassy plateau north of the rock arch, head east toward the steep edge that overlooks the water. Slowly squeak into the checkpoint and immediately hit the brakes; go too far, and you'll fall over the edge. Back up and turn to the northwest.

[11]

Head up the rock face at the right edge of the plateau, and drive through the checkpoint as you climb over the peak, where you'll discover another grassy plateau.

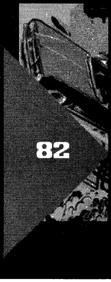
[12]

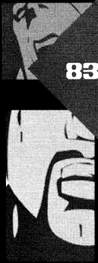
Turn sharply to the left along this plateau's edge and climb another short rock face to reach the next checkpoint and the top of the cliff where Salvatore's Club is located.



[13]

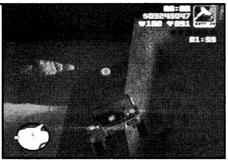
Turn to the right a bit and snag the next checkpoint from the tip of a sharp cliff that overlooks the entrance to the Tramp Tunnel and 8-Ball's backyard. Back up after driving through the checkpoint and face Salvatore's club.





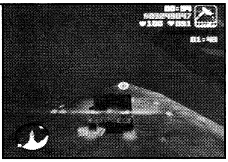
[14]

There's a narrow path on the north side of Salvatore's Club. Below that is another narrow ledge. It's best to get a decent amount of speed and jump down to the ledge below, but be prepared to immediately hit the brakes. The drop is very steep, so sliding down it is not an option. After passing through the checkpoint, turn around and head back up to the top of the cliff you just descended.



[15]

Follow the narrow path on the north side of Salvatore's club. Drive east to the end of the rock arch, and carefully take the last checkpoint from the end of the arch's topside.



If you mess up during this challenge, you can find a Bobcat parked at the base of the cliffs along the beach. It'll get you back in a jiffy to a new Patriot waiting for you at Supa Save.

mission passed!
$20000

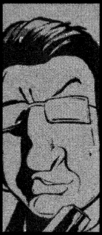
CHAPTER

3

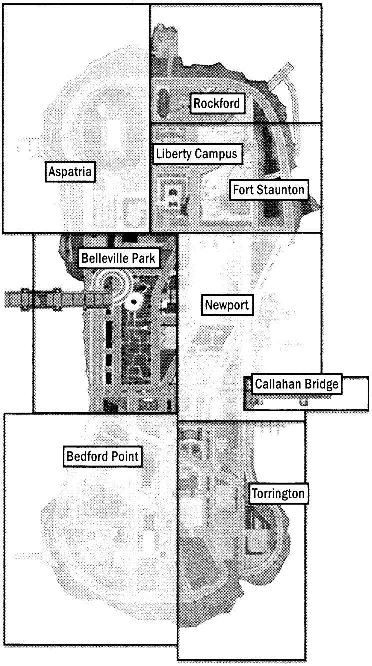
Staunton Island

Staunton Island Hideout

Your new Hideout location is in Belleville Park (the green house icon on the radar). Here, you'll have a garage for saving two cars, as well as an elevator that you enter to initiate a save. As with the last Hideout, any special power-ups that you've unlocked by finding the Hidden Packages will appear in this alley. Save after every successful mission.



Staunton Island



Hidden Packages & Side Jobs

We recommended that you collect all the Hidden Packages possible in Staunton Island before you take any Staunton Island crime boss missions. There are 36 Hidden Packages, 35 of which can be collected without completing one Staunton Island mission. Hidden Package #49, which is located above the center median of the Shoreside Vale drawbridge, cannot be collected until you've at least taken Donald Love's job, "Grand Theft Aero." This will open the bridge to Shoreside Vale, the tunnel, and the subway.

If you've collected the 33 Hidden Packages from Portland and the 35 possible from Staunton Island, you'll have the Handgun, Uzi, Grenades, Shotgun, Armor, and Molotov Cocktails at your Hideout before you take the first Staunton Mission! Complete 20 more Vigilante Missions for two more Police Bribes, and you'll be able to ward off a Wanted Level of 4—provided you unlocked the first two while in Portland. You can enter the back of the garage to regenerate the four Police Bribes if you've caused more trouble than that.

Again, the advantage to doing all this goes far beyond the new power-ups appearing at your hideout. You'll build up running endurance and learn the streets of Staunton Island long before you have to find your way around the city in the limited amount of time that some of the boss missions allow.

AmmuNation

The Shield, Grenades, Uzi, Sniper Rifle, and AK47 are available at AmmuNation upon your arrival!

ASUKA KASEN

ASUKA KASEN 1: SAYONARA SALVATORE

PAYOFF: $25,000

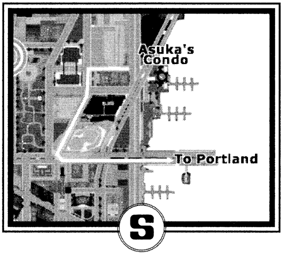
JOB DESCRIPTION: Prove to Asuka that you've broken all ties to your old boss, Salvatore Leon, by knocking him off on his way home from Luigi's club in Portland.

But first you must prove to me that your ties with the Mafia are truly broken.

Don't feel too bad about knocking off the old boss. Remember that he rigged a car bomb in the Cheetah he told you to pick up! You have three hours to get to where you want to be in Portland. This time is displayed in the text on the bottom of the screen as you leave Asuka's. When Salvatore leaves Luigi's club at this time, it won't take him long to reach his club. As he leave's Luigi's Sex Club 7, he'll have the support of two Mafia Sedans (besides his own) full of guards, plus five other guards on foot. If you're spotted before Salvatore leaves the club, they'll hunt you down and attempt to kill you.

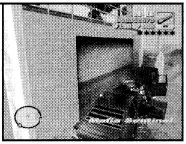
FROM ASUKA'S TO THE CALLAHAN BRIDGE

This is the hardest part of the mission. It's tough to make it to Portland in three hours if you can't find the bridge—has anyone seen the confounded bridge?! Follow the directions on this map for the quickest route.

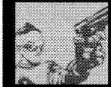


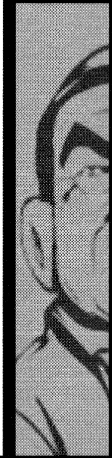
There are so many ways to waste Salvatore that we could do a whole book on this job alone. The following strategies are quick, somewhat safe and simple ambush tactics.

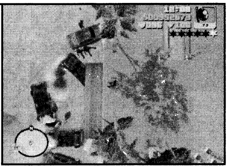
BLOCKING THE GARAGE



If Salvatore enters his garage, then you fail the mission. Because you know where he's going to be and when, drive to Salvatore's mansion in Portland Beach and park his two Mafia Sedans in front of the garage to the right (the one where you parked his limo). You can even put the car in which you drove up in front of these two–the more explosions the better!

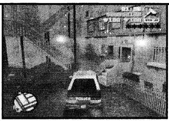


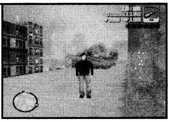


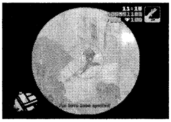


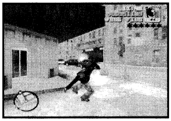
Now that Salvatore cannot enter the garage, more options become available. There's a number of ways to waste Salvatore inside his Mafia Sentinel as it tries desperately to enter the blocked garage. You can stand behind the stair barriers and torch the cars with the Flamethrower or Molotov Cocktails. You can stand on the balcony above the blocked garage and toss Grenades over the edge to annihilate all the cars in the area, thus taking out the Don. Or you can stand in the grass across from the mansion, face the garage, and fire the M16, throw Grenades, or hurl Molotovs into the scurrying vehicles.

SERVICE ENTRANCE AMBUSH



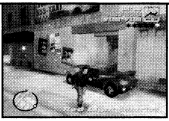


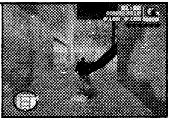


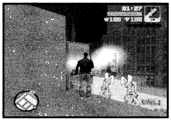


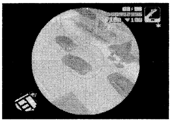
Pick up a Sniper Rifle from the hidden location indicated on the Staunton Weapons Map in this guide, or buy a couple from the AmmuNation location near Asuka's Apartment. Ignoring the warnings the game displays, head through the alley to access the back of Luigi's club, and climb the stairs to access the rooftops that overlook the back of Luigi's club. Jump to the building with the green rooftop and use the Sniper Rifle to pick off Salvatore as he exits the club. Placing your car next to the back stairs forces Salvatore to walk around it to reach the alleyway to the street. This buys you more time to get the perfect shot. If you aren't the best sharpshooter, toss Grenades or Molotovs down onto the mob. If you still miss him and he reaches the street, jump off the opposite side of the roof down to the street below, run around the corner of the building, and toss Grenades at the three Mafia Sentinels that await Salvatore. The blast of the Grenades or the car explosions will dispose of him in or out of the getaway car.

WOODY'S TOPLESS BAR



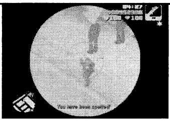


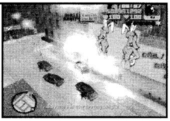


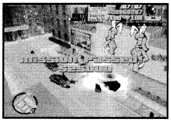


I'm sure Woody wouldn't mind you using his rooftop to take out the competition's most respected customer. Park your car or a group of cars in front of the entrance to Luigi's back alley. Then go around to the side of Woody's Topless Bar (directly across the street from the Sex Club 7) and enter the alley. Ascend the stairs and, on the rooftops, jump up onto the ledge that overlooks Luigi's Sex Club 7. Keep your eye on the cars blocking the alley to his service entrance so they don't disappear. When Salvatore's bodyguards leave the building, they'll get stuck behind the car-blocked alley. These mobsters are trying to get to the three Mafia Sentinels that have pulled up in front of the club. Sometimes, they may be able to move the cars and then drive them away from the alley. If these guys don't reach their cars or die, Salvatore may never leave the club.

If you use a Sniper Rifle on the gangsters, be prepared to watch your back. The Mafia will send out soldiers to hunt you down, and they will find you on the rooftop. Watch your back. The best thing to do is to not shoot them, but drop Grenades on the Mafia cars and on the cars blocking the alley. The explosions will take out all the mobsters who were trapped behind them. When Salvatore exits the alley, he'll have no wheels and little to no support from the Mafia. Snipe shoot him, or toss more Grenades or Molotovs down to the street to finish him off.

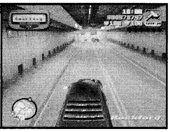






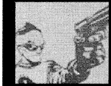
KING COURTNEY

As you head back to Staunton Island, you'll receive a page from another contact. King Courtney requests your presence at the payphone in the Liberty Campus area across from the Stadium.



BUGGY BUILT

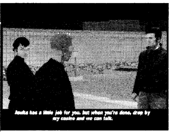
After you complete this mission, you can head to Misty's some time during the late evening hours to pick up the Buggy that Joey's been working on.



ASUKA KASEN 2: UNDER SURVEILLANCE

PAYOFF: $15,000

JOB DESCRIPTION: Eliminate the Mafia surveillance operation around the city for Asuka. Afterward, you'll be able to pick up some jobs from her brother, Kenji Kasen, when you visit him at his casino.

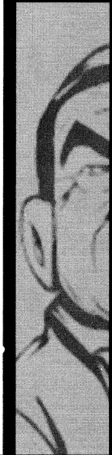


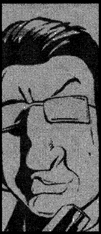
Asuka has a little job for you, but when you're done, drop by my casino and we can talk.

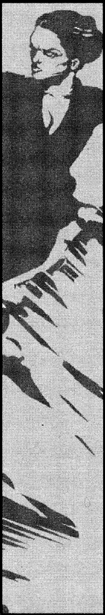
My police source indicates that the Mafia are watching our interests around the city

AMMUNATION

You have six-and-a-half minutes to pop 10 Mafia spies. Speed off to any of the green blips on the map. If you don't have the Sniper Rifle, head to the gun icon on the map to find an AmmuNation gun shop to stock up on everything you need. The Sniper Rifle is along the back wall in an orange glow; it sells for $10,000. It may seem kind of steep, but you need it. There are 25 rounds in it. That's enough for this job, so only one purchase is necessary.

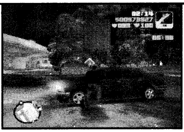


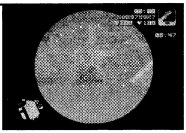




POPPING THE MAFIA SPIES

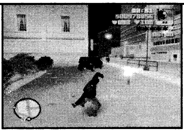
Head to Belleville Park. Try to make this trip in about one minute. Drive to the pond, but not too close—you don't want the two Mafia spies to know you're here. They're both on the small island in the middle of the pond. Get out of the car, stand behind your vehicle, select the Sniper Rifle, then take aim and shoot when you're close enough to get a clear shot with the scope fully zoomed in. Take out the two spies, get in your car, and quickly drive to Bedford Point.

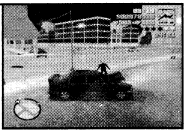




MAFIA VAN-DALIZE

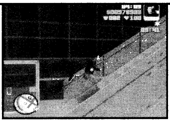
Your next target is a black van in Bedford Point. The Sniper Rifle won't work for this task—it's time for the Grenades. Pull up behind the van, toss a couple Grenades at it, then get back in your car leave. The police will be put on alert as a Wanted Level 2 is now in affect. There are two spies in the van; if they bail before it explodes, run over them or use the Uzi Drive-by maneuver to take them out. Quickly flee the area and head to the next green blip on the radar, which is at Kenji's Casino in Torrington. Don't worry about the Wanted Level. You don't have far to go, and the cops won't bother you where you're going.

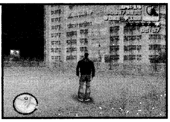


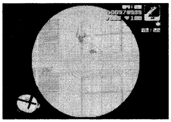


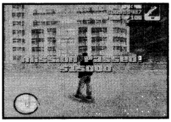
SNIPER HEAVEN

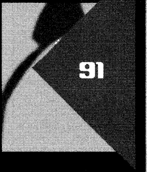
Head east to Torrington and stop at the main entrance to Kenji's Casino. Ascend the stairs to the top of the building, where you'll see the Rockstar helicopter. Look across the west edge and check out the six Mafia agents perched on various balconies across the street. Zoom in with the Sniper scope. Start shooting at the top and work your way down until you've picked off all of them. They will return fire with less-precise Uzis and they'll be lucky to hit you. Once you've popped all the melons, the mission ends and you become $15,000 richer.







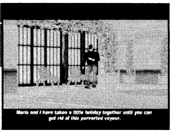




ASUKA KASEN 3: PAPARAZZI PURGE

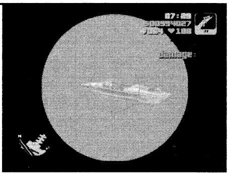
PAYOFF: $10,000

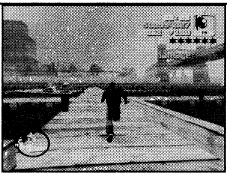
JOB DESCRIPTION: Get rid of the nosey reporter in the bay near Asuka's house.

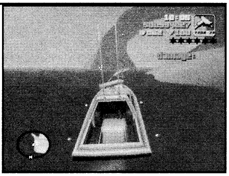


Maria and I have taken a little holiday together until you can get rid of this perverted voyeur.

A few things can easily screw up this mission. If you try to pop the reporter from Asuka's using the Sniper Rifle, he'll flee before you enter your boat. Letting the reporter get too far away from you will fail the mission. Once you give chase, the reporter will travel completely around Portland and dock at the pier below Asuka's apartment—if you let him get that far.

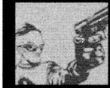




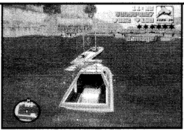


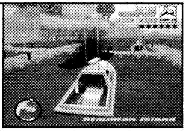
Exit Asuka's backyard and head to the second set of docks to the south—not the first set near her house. As you approach the steps, a cutscene shows the reporter's boat out in the bay to the north. Head out to the docks, press *Return/Enter*, *Joypad 4*, or the *F key* when you're near the police boat (just as you would to enter a car). *Numpad 0*, *Left Ctrl*, *Joypad 1*, or the *Left Mouse Button* will fire the boat's cannons, but they sometimes overheat and don't fire. When this happens, you must wait a second for them to cool down. This is why you should fire only when the reporter's boat is in range.

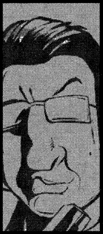
If you try to chase the reporter's speedboat toward Portland, you'll find that the Predator (your boat) really lacks speed. If you chose to follow behind the reporter all the way around Portland, taking pot shots at his boat, then make sure to stick close to Portland's shore and do not follow him as he veers left around rocks and other objects in the water. This is all you can do to keep on his tail without him leaving you so far behind that your bullets don't reach his boat.



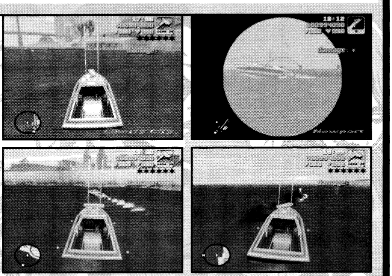
When his damage meter is completely filled, the boat will explode and the mission will end successfully.







ADVANCED STRATEGY

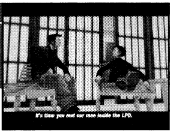


Because you know the direction in which the reporter will flee when he sees you, heading him off at the pass is an option. When you enter your boat, instead of going north to start shooting and chasing, head south around Portland and come around Portland's north tip. Head back toward the docks near Asuka's, and come to a stop when you see the reporter's boat. Walk away from the boat controls and select the Sniper Rifle. Take two quick shots at the opponent's boat. The fist successful shot will send him on his way, so aim true with the second shot. Don't bother aiming at the actual reporter; the boat is what needs to be damaged. As soon as you fire the second shot, take control of the boat and start chasing him. From this vantagepoint, you will begin the chase much closer to the reporter because he flees in your direction. Two Sniper bullets take almost half the opponent's health! A few well-aimed attacks with the Predator, and the reporter will be at the bottom of the river before you reach Portland Beach.

ASUKA KASEN 4: PAYDAY FOR RAY

PAYOFF: $11,000

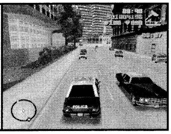
JOB DESCRIPTION: Meet Asuka's inside man in the LPD to bring him his payment. Go quickly to the pay phone in Torrington and await his instructions.

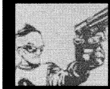


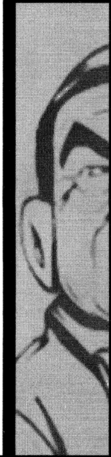
You have three-and-a-half minutes to find four different phone booths before this shadowing cop will agree to meet with you, so don't waste all that time trying to reach the first phone! Beating the clock is heavily dependent on the car you're driving. With that said, take Asuka's Yakuza Car to the blue blip on the radar, which is a payphone booth in Torrington.

POLICE CAR

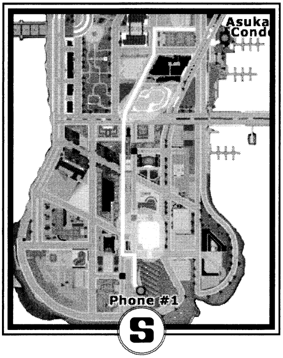
Taking a Police Car to Asuka's before you take this mission is even better than using Asuka's car. You can use the sirens to clear a lot of the traffic away as you speed from phone booth to phone booth.



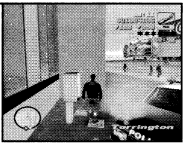




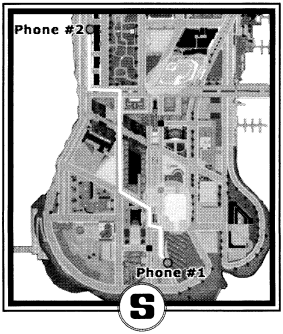
PHONE 1: TORRINGTON



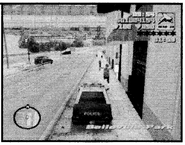
From Asuka's, drive toward the Callahan Bridge, but don't turn left to the bridge. Instead, continue straight through Bedford Point until you see the blip on the next block to the east. At the phone, powerslide 180 degrees to face the direction you just came, then jump out and get the call.

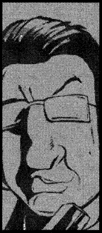


PHONE 2: BELLEVILLE PARK

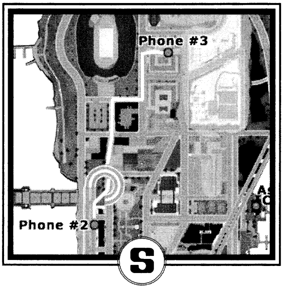


Jump back in the car and head north down the same street. Take the first left, then right, and left again. This will put you on a major road, where you'll have plenty of time to react if something jumps out in front of you. Take the second right, and you'll see the bay. Stay on this road until you see the phone on the sidewalk to the right, then answer it and jump back in the car.

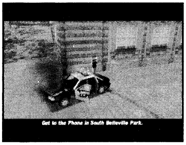




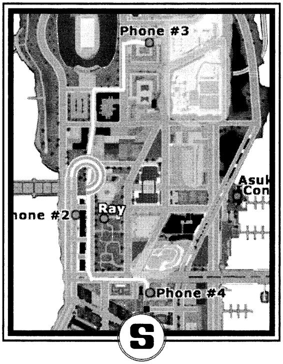
PHONE 3: LIBERTY CAMPUS



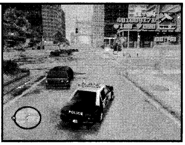
Head north to a freeway support, then merge right and head down the embankment to the road below the overpass. Continue north until you reach the Coliseum with the Rockstar billboards. Turn right, hang a left on the next road in Aspatria, then turn right again into the Liberty Campus. You'll see the phone on the radar. Answer it, then jump back in the car and head west back toward the Coliseum and take a left.

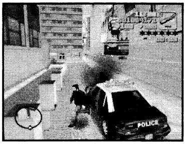


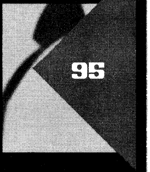
PHONE 4: BELLEVILLE PARK



With the Coliseum on your right, head south until a row of buildings forces you to turn. Turn right, then left at the next road. Go under the overpasses and through a few lights (you will traverse the full length of the park to your left). Turn left at the next intersection. The phone is due east, on the corner around the side of a lone building. When you answer the phone, the clock stops and you will be asked to meet Ray in the park. The rest of the mission is just a walk in the park.

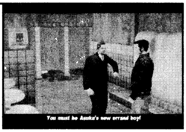






MEETING RAY MACHOWSKI

Head to the Belleville Park and meet Ray Machowski in the restrooms. Follow the pink blip on the radar and walk into the blue marker. You pay him his money and get an earful from old, bent Ray.



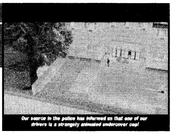
RAY MACHOWSKI JOBS

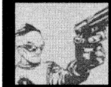
Ray needs some non-union help... that means you. You can always find Ray in the same stinky place—the park restroom. He will appear as an "R" on the radar when you want work. We'll cover his missions after we finish with Kenji.

ASUKA KASEN 5: TWO-FACED TANNER

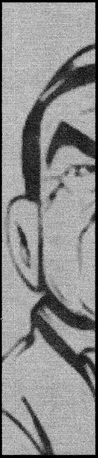
PAYOFF: $20,000

JOB DESCRIPTION: Take care of Tanner, one of Asuka's drivers.

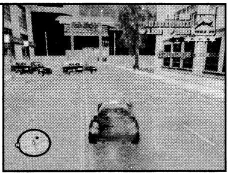

Our source in the police has informed us that one of our drivers is a strangely animated undercover cop!



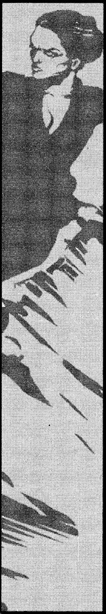
This is another job that can be accomplished a number of ways. You have a man in a car that must be knocked off. Damage to the car will not kill him unless he is trapped in it when it explodes, or if it's knocked into the water and he drowns.



When you stop in the blue marker outside the Casino in Torrington, Tanner clambers down the stairs and enters the car that is waiting to whisk him off. Your first thought may be to sabotage this car or pick him up in one that looks like the car waiting for him. Neither of these tactics will work because he enters the car in a cinematic. Even if you park a car in front of his, the cinematic will wipe it clear off the screen. You cannot touch the car waiting to pick up Tanner, or you will fail the mission. This eliminates potential sabotage tactics and narrows your possible strategies to those that involve car combat.

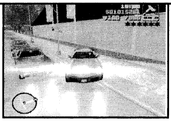


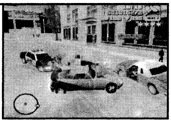
As you strategize, keep this in mind. You can get rid of the Wanted Level 4 that's triggered you when you attack Tanner, but it will only return with your next assault. So, this means that you will have to constantly deal with the swarming cops, a helicopter, and SWAT roadblocks.

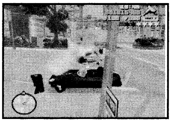


Fast Car and Uzi

Park a fast, durable car so that it's facing the same direction Tanner's car is facing. Come to a complete stop to trigger the cinematic depicting Tanner running from the Casino and into his car. Take off after his car and continue to ride beside it as you fire the Uzi out the window. The Wanted Level 4 will begin with the first successful shot. Continue to chase, block, and shoot Tanner's car until it explodes. If he escapes, run him over or put a bullet in his head.

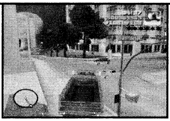


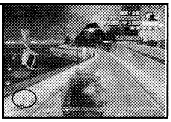


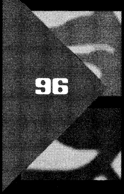


Playing Chicken with a Barracks OL

Take a Barracks OL from the Army Surplus on the north tip of Staunton Island. Chase Tanner around town while ramming into his car every chance you get. The Barracks OL is a slow vehicle, so watching the radar and Tanner's course will enable you to find streets that he repeatedly travels. With that information, you can then plan a head-on collision, which could all but finish the Eldorado and Tanner. The bulletproof Barracks OL will keep you safe from the helicopter and the SWAT roadblocks, while bounding patrol cars off you like so many superballs.





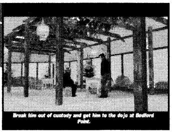


KENJI KASEN

KENJI KASEN 1: KANBU BUST-OUT

PAYOFF: $30,000

JOB DESCRIPTION: Break Kanbu out of custody and get him to the dojo at Bedford Point.

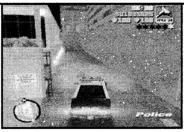


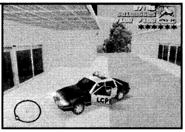
Break him out of custody and get him to the dojo at Bedford Point.

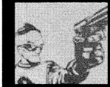
STEAL FUZZ WHEELS

Before you take the job from Keni, head to the police station and take the police car that is always parked in the parking lot. If it's locked, you'll have to take one from a cop, lose the Wanted Level and go see Kenji. This'll eliminate the first task you are given when you leave Kenji's Casino after taking the job.

If you've already taken the job, you can still head to the police station, which is only a couple of blocks away from the Casino.

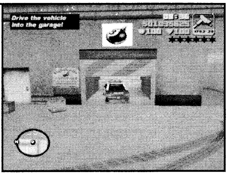




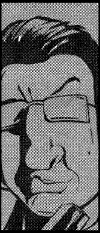


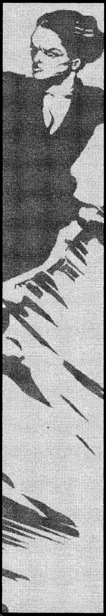
8-BALL'S

When you enter the police car, you'll be instructed to rig it with a bomb, so take it to 8-Ball's franchise (the 8-Ball icon on your radar). Drive into the garage to plant the explosives. Do not activate the bomb until you arrive at the police station's blue marker, or it'll explode while you're driving it.



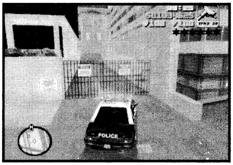
Drive the vehicle into the garage!

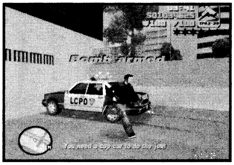


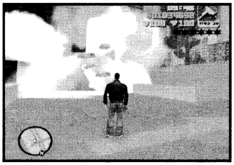


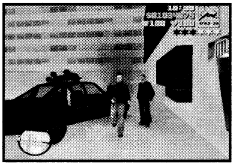
THE BUST-OUT

Drive into the police compound and park the car next to the cell wall. Follow the pink blip on the radar to the police headquarters parking lot, and drive into the blue marker near the wall. Get out of the cruiser, then run to the parked police truck (Enforcer) on the other side of the lot. Get in this monstrosity after the first police car explodes and blows a piece of the headquarters wall away. Drive up to the hole in the wall, and meet the Yakuza inside if he doesn't run out to get into the truck on his own. Then get out of there quickly! You will be given a Wanted Level of 3.



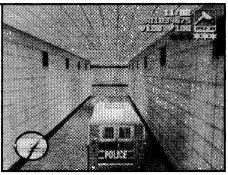




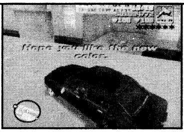


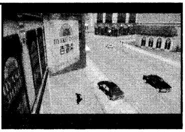
THE ESCAPE

As you drive through the tunnel, you'll find a Police Bribe that'll bring your Wanted Level down to 2, which means you'll lose the helicopter pursuit.



Next, switch into a non-law enforcement vehicle and follow the Pay 'N' Spray blip on the radar. Paint the car to totally elude the police, then take the escapee to the Yakuza dojo. Follow the pink blip on the radar to an alley in Bedford Point.

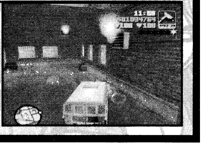




ADVANCED STRATEGY

20 VIGILANTE MISSIONS WILL SET YOU FREE

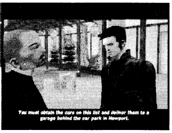
If you've completed at least 20 Vigilante Missions in Portland, then you'll have two Police Bribes at your hideout. Use these to clear the remaining Wanted Level, and then just drive the Enforcer to the drop-off location.



KENJI KASEN 2: GRAND THEFT AUTO

PAYOFF:$25,000

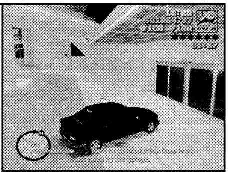
JOB DESCRIPTION: Collect some fine automobiles for Kenji's friend and park them in the garage in Newport.

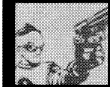


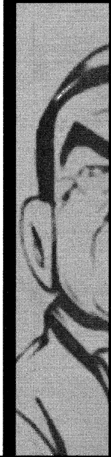
You must obtain the cars on this list and deliver them to a garage behind the car park in Newport.

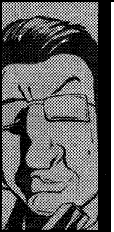
The garage will not accept anything less than mint condition automobiles. That means a single dent will require a visit to Pay 'N' Spray before making the delivery.

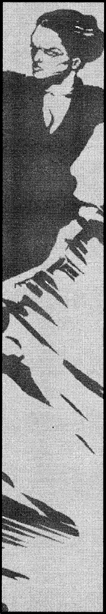
You have six minutes to collect all three cars on the list. The clock is displayed below your Wanted Level. Luckily, the Pay 'N' Spray is the door next to the drop off garage, so you won't have to go out of your way to fix a boo-boo.









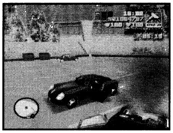


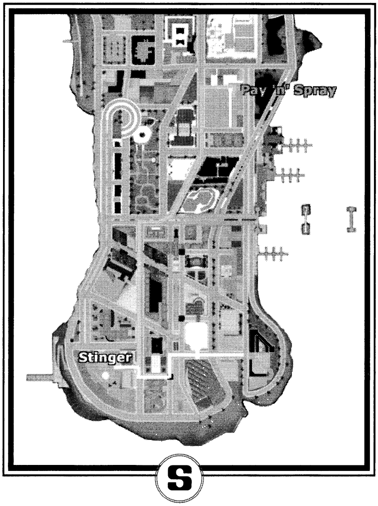
THE RIGHT BLIP

Make sure you follow the right blip! The dark red blips on the radar lead you to the cars, while the bright pink blip will lead you to the garage.

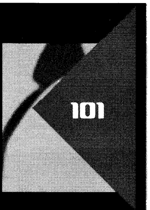
THE BEDFORD POINT STINGER

Take the route we've mapped from the casino to the parking lot in Bedford Point, then follow the line on our map (or the pink dot on the radar) to the garage or Pay 'N' Spray.

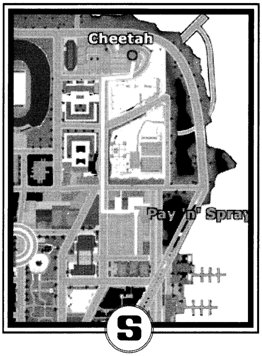




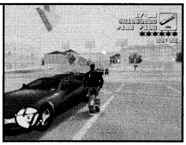
After dropping off the car, you'll suddenly realize that you're car-less. Run to the bottom of the ramp you drove up, and you'll find a Blista across the lot in an open garage. This Blista will reappear every time you return, so you won't be without wheels!

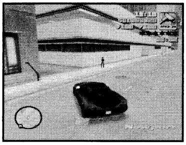


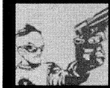
THE ROCKFORD CHEETAH



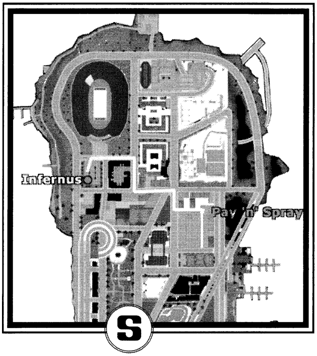
From either road around the garage, head north, past the Pan-Lantic Mask Towers construction site. Jump the curb of the hospital to access the back parking lot without going all the way around to the entrance. The Cheetah is in the lot. Pull right up to it and head back the same way you came—curb-jump and all. It's quicker to just repair the damaged vehicle than to cautiously navigate on the road. After you make the delivery, steal another Blista from the garage to find the last sports car.



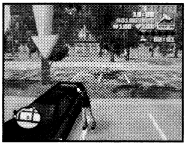


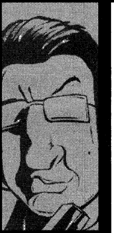


THE ASPATRIA INFERNUS



From the garage, head west to the last red blip on the map in Aspatria. The Infernus is in the Coliseum parking lot. Follow the route on our map—it's the same path you took to reach the parking lot. Deliver all three cars, and you'll make 25,000 big ones!

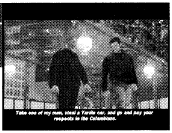




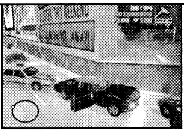
KENJI KASEN 3: DEAL STEAL

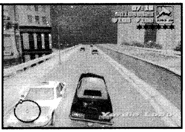
PAYOFF: $25,000!

JOB DESCRIPTION: Take one of Kenji's men, steal a car, and pay your respects to the Colombians. Leave no one alive!

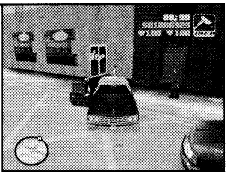

Take one of my men, steal a Yardie car, and go and pay your respects to the Colombians.

The Cartel expects a Yardie Posse, so go north to Newport to find the Yardies and take one of their Yardie Lobos.

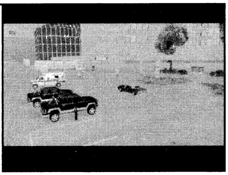




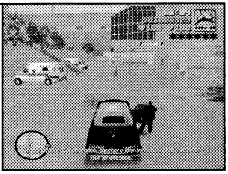
Once you have possession of a Yardie vehicle, a green blip will appear on the radar. This is the location of the Yakuza member that will help you on your mission. He's on a sidewalk with a blue arrow over his head. Stop and pick him up, then head to the hospital in Rockford where the meeting is being held.



Follow the pink blip on the map to the hospital. Drive into the blue marker and honk the horn. The Colombians think you're the Yardies coming to meet them, and they approach the car. You're now instructed to kill every one of them, destroy their vehicles, and then take the briefcase.



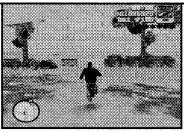
As soon as your gung-ho partner exits the Yardie Lobo, they realize it's actually a Yakuza trap. Your partner jumps out of the car and begins the shootout. Swing the car around and run over as many of the Colombians as you can before the vehicle your driving is dangerously close to exploding.

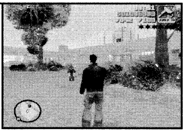


HEALTH POWER-UPS

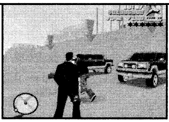
This meeting takes place at a hospital, so you can heal up here if you're injured by using the health power-ups in the area where you appear after getting Wasted.

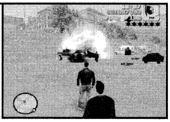
There are four Colombians, two Cruisers and a briefcase; each of these has a blue arrow hovering overhead. The briefcase appears as a red blip on your radar. Mow down the Colombian Cartel and retreat to the hospital where the health power-up appears. Turn around and take out any Colombians that may have tailed you. Turn back toward the Cruisers and finish off any survivors.

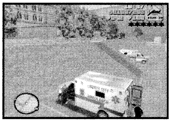


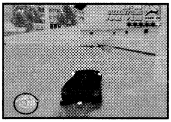


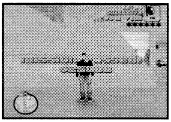
When the shooting's over, throw Molotov Cocktails, Grenades, or shoot one of the Cartel Cruisers with a gun until it ignites. The explosion from destroying one truck will destroy the other parked next to it. When the deed is done, take the briefcase back to the casino in Torrington. If the car you drove up in is trashed, the parked Ambulances make for a quick and easy carjacking. Follow the pink blip down to the parking lot, and then drive into the blue marker to make the delivery and collect your $25,000!

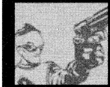






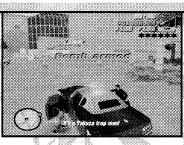


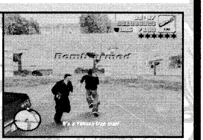


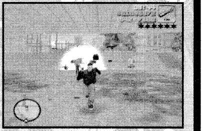


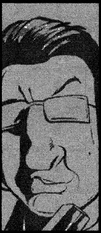
ADVANCED STRATEGY

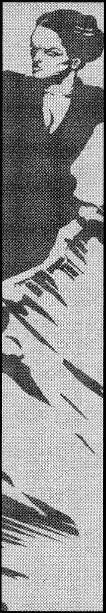
After taking the job and jacking a Yardie Lobo, head to 8-Ball's to rig the gang car with a bomb. Do not activate the bomb yet. Pick up your Yakuza partner in crime and head to the hospital for the meeting with the Colombians. As soon as your partner jumps out of the vehicle, activate the car bomb and exit the vehicle. Run toward the hospital and away from the car. Turn around and watch the exploding vehicle take out the Colombians! Shoot any survivors and take the briefcase to the casino.







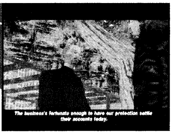




KENJI KASEN 4: SHIMA

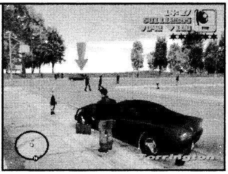
PAYOFF: $10,000

JOB DESCRIPTION: Pick up some money due to the Yakuza so Kenji can enter it into the casino's accounts. This will involve multiple pick-ups.

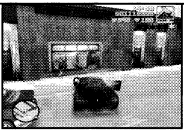


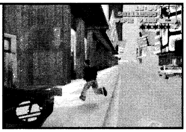
The business's fortunate enough to have our protection settle their accounts today.

Tear out of the casino and follow the blue blip on the radar to a briefcase on a sidewalk in Torrington. Get out of the car, pick it up, and head to the next pick-up location on the radar as a blue blip.



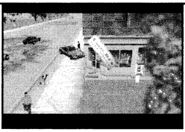
You'll see another briefcase on a sidewalk in Bedford Poin—a lone gunman is guarding this one. Just smash the gunman into the building he's standing in front of. This gunman is persistent. If you don't take him out, he occasionally jacks a car and chases you.

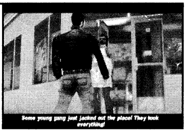




Hmm... what was up with that? Who was that and why is he getting in the way of Kenji's money? Head to the next briefcase in Belleville Park—this time, the location is illustrated as a pink blip on the radar.

Uncle BJ's has been trashed! The money is gone! The storeowner contests to your suspicions. Some gang invaded and took everything! The storeowner is obviously frustrated because he's paying good money to avoid this kind of riffraff.

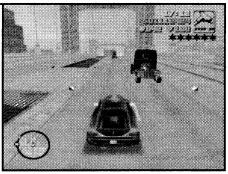




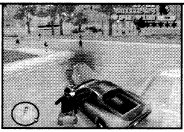
Some young gang just jacked out the place! They took everything!

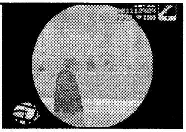
Your new objective is to find the gang that's responsible for taking the money and make them wish they hadn't. Then return the protection money to Kenji. If you look closely at the radar, you'll see a small green blip on the border. The gang is distant—in Portland.

Head to Portland and then Hepburn Heights. The green blip is getting much closer... ah-ha! The Diablos are behind this! There are quite a few of them that you must dispatch in the park.

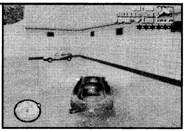


You have many options when it comes to this kind of hit. You don't want to alert the authorities being this far away from Staunton, and you don't want to have every Diablo in Hepburn Heights coming down on you at once. A good tactic to use to mitigate both these issues is to use the Sniper Rifle. Park your vehicle near the El Train station. Zoom in on the Diablos with the blue arrows over their heads in the lot where you took jobs from El Burro. Pop each of these Diablos and move in to retrieve the briefcase, which also bears a blue arrow.





Don't stir things up too much—you're a long way from Staunton and you don't need to get busted way over here! If your rampage elicits police interest, head to the nearby Pay 'N' Spray or to your hideout (if you have Bribes there) to take care of the Wanted Level. Take the briefcase to the back parking lot of Kenji's Casino in Staunton Island and collect $10,000.



KENJI KASEN 5: SMACK DOWN

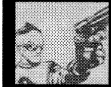
PAYOFF: $10,000

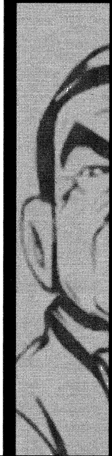
JOB DESCRIPTION: Run the Yardies into the ground to eliminate their SPANK pushers on Liberty's streets.

Yardie pushers line Liberty's streets selling packets of SPANK like they were selling hotdogs!

As you leave the casino, you receive the details on your Yardie massacre mission. You must eliminate eight Yardie dealers to complete the mission. Notice the counter located below your Wanted Level—this will tally your pusher kills. More than eight pushers will appear on the street, but once a Yardie SPANK pusher completes his deal, he disappears. You'll actually see a green blip on the radar that represents that pusher has disappeared from view. The pushers also walk around as they push their SPANK, so tracking exact locations is impossible. But they remain in general areas (city blocks) within the specified districts. Your task is to find the quickest route to the nearest pusher before he disappears for good. If all the pushers finish their pushing before you've wasted eight of them, you'll fail the job.

MISSION FAILED



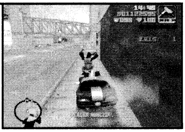


MURDER BY NUMBERS

The murders need not occur in any particular order. The following strategy covers them in the most logical order from your starting position at the casino as they appear on the radar.

BELLEVILLE PARK

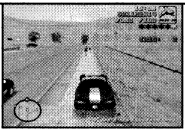
The first two Yardies to appear as green blips on your radar are located in Belleville Park. Head west through Bedford Point to the shoreline road, where you'll find one of the pushers on the street near the waterfront. Run over him, and watch the radar. Two more pushers appear at this time to the north. The closest blip, which was one of the original two, is a pusher in the actual park in Belleville Park.

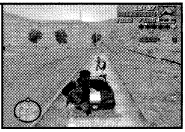


As you run over the SPANK pusher in the park, two more green blips (pushers) appear on the streets to the north. The next closest pusher to the north is located in Fort Staunton near the construction site.

SPANKING IN FORT STAUNTON

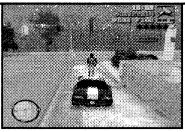
Speed down the larger streets to give you room to dodge traffic. Approach the construction site and begin to ride the sidewalks as you home in on the green blip. When you hit this pusher, two more will enter the streets to the south. When you see the message on the bottom of the screen that reads, "A Yardie is off the streets," this doesn't pertain to the last Yardie you wasted. This means that a pusher had time to complete a deal and is now gone for good. The next closest pusher is around the hospital area, so continue north to that location.

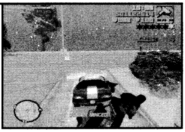




EVEN IN ROCKFORD—SPANK, SPANK, SPANK!

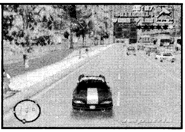
The Rockford Hospital pusher walks the sidewalks surrounding the hospital. Depending on the time you get there, sometimes he makes his way into the hospital parking lot, so watch the radar closely as you approach. By now, all the northern pushers have been minced or have disappeared. The remaining pushers appear to the south and east. The next closest pusher to the hospital is in Aspatria near the campus.



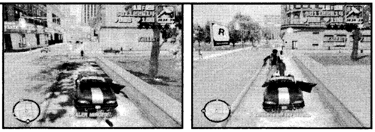


ASPATRIA-SPANKIN'!

A pusher deals around the campus near the payphone where you pick up the King Courtney jobs. Squish him beneath your tires to save Liberty City students years of rehab. Head west toward the stadium, remaining in Aspartia to find the next two closest pushers.

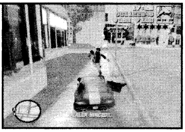


Circle around the parking lot near the stadium, running over the two pushers who walk this beat. Afterward, head due south to the cluster of green blips on the radar.



TORRINGTON SPANKER

As you speed all the way back to Torrington, keep a close eye on the radar. You'll see the remaining pushers systematically disappearing from the streets. The last to disappear, which so happens to be the last pusher you need to waste, is walking around the sidewalk two blocks west of the casino. Quickly run over him before he disappears.



As mentioned above, the routes to the pushers are optional and the order in which you eliminate them are also optional, but we found this strategy gets the job done rather efficiently.

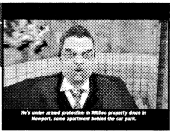
When all eight have bit the dust, you'll make another $10,000. For every additional pusher knocked off, a bonus of $1,000 is awarded. After this mission, Kenji's work is all dried up. Oh well, on to the next contact.

RAY MACHOWSKI

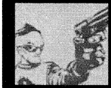
RAY MACHOWSKI 1: SILENCE THE SNEAK

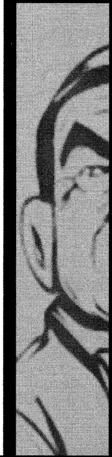
PAYOFF: $30,000

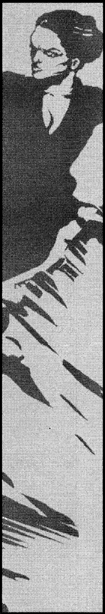
JOB DESCRIPTION: Torch McAffrey's place in Newport, then hunt him down to make sure he never squeals again!



He's under armed protection in WitSec property down in Newport, some apartment behind the car park.

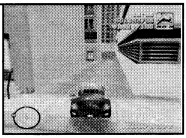


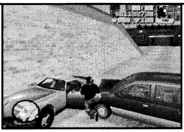


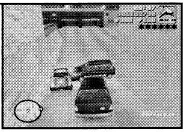


RAY MACHOWSKI 1: SILENCE THE SNEAK

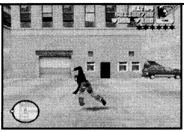
Take a car over to the parking lot alley behind the car park near the Pay 'N' Spray and 8-Ball's.

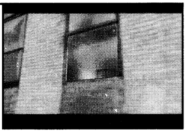




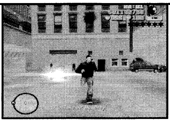


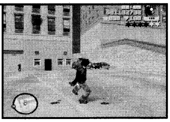
Notice the east exit, near the ramp to Pay 'N' Spray and 8-Ball's shop. Park the car in which you drove up into this alleyway to block any traffic in or out of the lot. Take the Blista from the open garage and reinforce your roadblock. You may even want to take a car from the nearby street and park it behind the other two in the roadblock to assure that the first two cannot be pushed out of the way. This will really secure the exit. McAffrey will still try to escape through this alley even though there are two other exits that are not blocked. Also, park one of the cars so it's touching the south brick wall. McAffrey's driver will always try to push his way out along this brick wall.

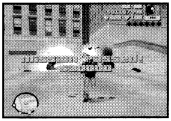




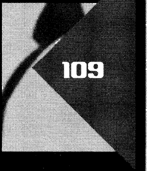
Now that the escape route is blocked, look toward the open window you saw in the quick cinematic. Find just the right distance from the apartment window that allows you to lob a Grenade or Molotov in there with your strongest throw. You don't want to be standing too close to the apartment building should one miss the window and bounce back at you! If you use Molotovs, you'll have to stand on the concrete hump in the middle of the lot. It's difficult to toss Molotovs with a high degree of precision. You can throw a bottle from the same position with the same force twice in a row, and the distance it travels will still vary. If you have Grenades, you'll have an easier time of it. Stand a few steps in front of the cement hump (toward the apartment window) and throw with all your might.







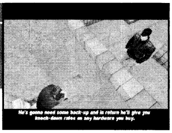
Once the place is on fire, McAffrey and his driver flee. A couple of policemen will open fire from inside the garage, so try to ignore them until you complete the ambush. As McAffrey's car pulls out of the garage, run away to the west side of the lot to avoid being run over. As he turns around and heads toward the blocked alley exit, start lobbing Grenades at his car and your parked cars as they try to escape. If this doesn't do the trick (it usually does), then you'll have to chase McAffrey and try to run him off the road or drive-by shoot him. This is very difficult with a Wanted Level of 2 and all of his police protection.



RAY MACHOWSKI 2: PHIL CASSIDY'S ARMY SURPLUS

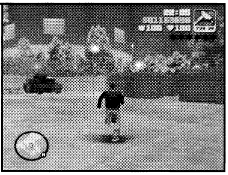
PAYOFF: $10,000

JOB DESCRIPTION: Protect Ray's army buddy's business in Rockford from some Colombian Cartel scum, and you'll get some knockdown rates on his weapons.

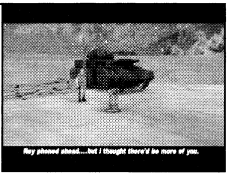


He's gonna need some back-up and in return he'll give you knock-down rates on any hardware you buy.

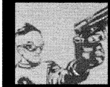
Follow the pink blip on the radar north of the Coliseum to Phil Cassidy's Army Surplus in Rockford.



Approach the gate and it will open. In a cinematic, one-armed Phil will complain about only one of you showing up to help him out of this situation.

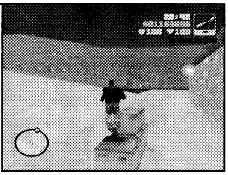


Ray phoned ahead....but I thought there'd be more of you.

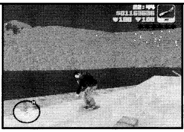


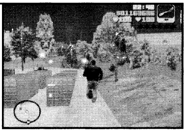
He tells you to prepare for the battle by stocking up on the weapons in the area. The most important thing to get is the Rocket Launcher on the storage container that you passed in the cinematic—did you see it?

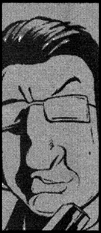
As soon as your conversation with Phil ends, run through the weapons for sale and then return to the building to the north (near the entrance). Head around the northeast side to the pathway that runs around it. If you're low on Body Armor, pick up the power-up between the crates next to the wall.

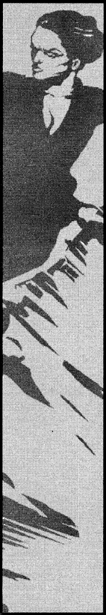


Jump onto the cardboard boxes to reach the top of the short wall, and then walk back toward Phil along the top of the wall. Jump from the first storage container to the one with the Rocket Launcher on it.

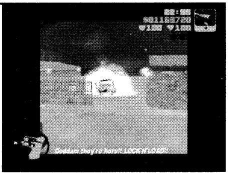




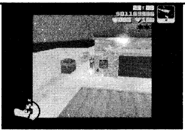


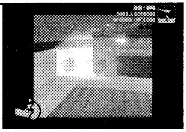


There is just enough time to perform this maneuver before the Colombians arrive. Take aim with the targeting button and start blasting the three Cartel Cruisers as they drive up into the parking lot outside the gate. If any get away, blast the ground near them. Aim carefully; you have only five shells in the Launcher!


Goddam they're here!! LOCK'N'LOAD!!

A couple Colombians on foot appear to your left in the same pathway where the stack of cardboard boxes is located. Even if you block the pathway outside the gates, these Colombians will still appear in this pathway. Use one of the shells to blast these two assailants.



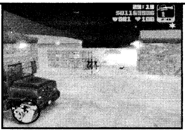


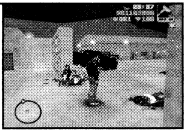
✶✶✶✶✶✶

DON'T KILL PHIL!

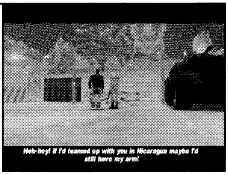
Protect Phil! He must live, or the mission ends in failure!

Use the M-16 to mow down any survivors of the Rocket Launcher attack. Look at the radar to determine if any more survivors are hanging around in nooks outside the gates. Green blips on the radar illustrate the location of the individual Colombians. This is very useful, because we once found a Colombian survivor stuck under the wheels of a charred Cruiser. We had to jump into a vehicle to push the crispy Cruiser off of him and then run him over—what a bad day he was having!



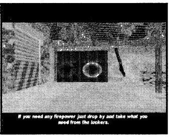


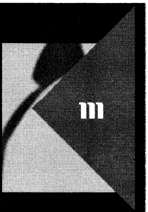
Check to see how Phil is doing after the smoke clears. If he's still alive, you'll earn $10,000 and you'll be able to purchase weapons from Phil at any time.


Heh-hey! If I'd teamed up with you in Nicaragua maybe I'd still have my arm!

PHIL'S DEALS

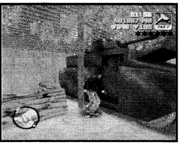
At Phil's Army Surplus, you can find the M-16 for $5000, the AK-47 for $1,500, and the Rocket Launcher for $25,000! It's steep, but worth it. Take a couple and then save your progress so you don't lose it in a mission gone bad.


If you need any firepower just drop by and take what you need from the lockers.



TANKS, PHIL!

There's a Rhino (the tank) parked in the Army Surplus area. The Rhino's door won't open at this point in the game. The only way to get a tank is to steal one when you are at a Wanted Level 6, or return to this location after completing the last job in Shoreside Vale, "The Exchange." Only then will the tank door be unlocked!



BARRACKS OL

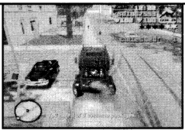
Take the Barracks OL from Phil's lot; it'll serve you well in the next Ray mission.

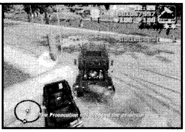
RAY MACHOWSKI 3: EVIDENCE DASH

PAYOFF: $10,000

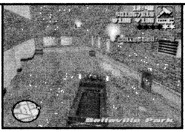
JOB DESCRIPTION: Ram the transport vehicle carrying incriminating photos of Donald Love and collect all the evidence that falls out. Then leave it in the car and torch it.

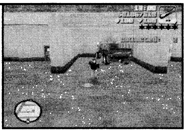
You are going to have to ram that car and collect each little bit of evidence as it falls out.



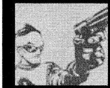


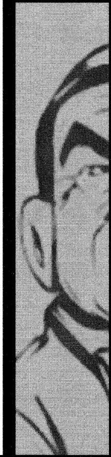
Steal a fast car or a very durable vehicle and find the Bobcat that's transporting the evidence (the red blip on the radar). When you spot the Bobcat with the blue arrow over it, ram it, and then spin around to pick up the package that falls out of the bed. There are six packages in all, and there's no time limit. The package will appear as a blue blip on the radar. There's no rush to get the packages, and the Bobcat isn't going to disappear after a certain amount of time, so pick them up as they drop out of the Bobcat. You can pick up the packages either in or out of your car.

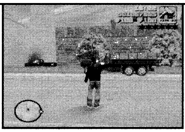


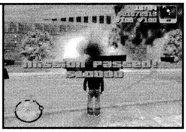


If you've chosen speed over durability in your vehicle selection, you will probably have to switch vehicles after ramming the Bobcat and fighting off the police. The instant you hit the Bobcat for the first time, you'll register a Wanted Level of 2. You can leave the Bobcat pursuit, head to your hideout to use Police Bribes to negate the Wanted Level, and then continue your attack on the truck without alerting the police again. While you're at the hideout, you can repair any damage to your vehicle by parking it in the garage and returning to it once the door closes. If you don't have any Police Bribes, pause the game and glance at the Items map in this guide to find the two closest Bribes in relation to your current position. Alternatively, you can use the old standby—Pay 'N' Spray.







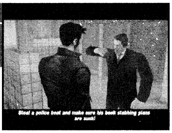


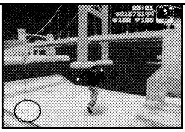
After picking up the six packages of evidence, Ray asks you to torch the car, but you can dispose of it in any fashion you desire—ram it, bomb it, shoot it, sink it, or burn it.

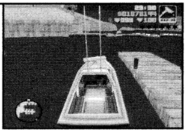
RAY MACHOWSKI 4: GONE FISHING

PAYOFF: $15,000

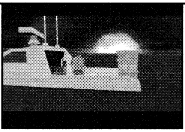
JOB DESCRIPTION: Steal a Police Boat and sink Ray's ratting partner's boat near the lighthouse on Portland Rock.

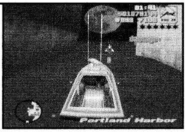

Steal a police boat and make sure his book stabbing plans are sunk!





If you follow the red blip on the radar to Portland, over the Callahan Bridge, and to the docks where you first met Asuka, you'll now find the Police Boat (Predator) that you're intended to use for this mission. However, it's quicker and easier to head to Asuka's apartment and enter the Predator docked at her pier.

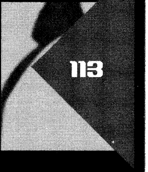




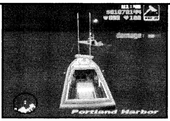
Head around Portland and to the lighthouse on Portland Rock, located near Portland Beach and the Portland Docks. When you approach the lighthouse, a cinematic will reveal that Ray's partner fishes with Grenades—very sportsmanlike! As you approach the boat, it gives chase. Notice the Damage Meter below your Wanted Level—as your bullets make contact with the snitch's boat, the damage becomes more severe.

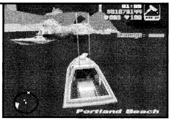
This chase is much easier than the last boat chase—the Police Boat you're chasing this time is not nearly as fast as the speedboat you pursued last time. However, what it lacks in speed it makes up for in defense. Ray's partner will occasionally toss an explosive drum out the back of his boat, hoping you'll run into it. The key is to avoid following directly behind him. Besides, you'll have a longer target to shoot at when the side of his boat is visible. The target boat's wake and spray can also camouflage the explosive barrels.

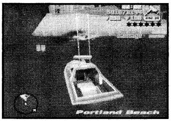
Your boat can sustain a few direct collisions with the explosive barrels, so don't sweat it if you hit one or two. Chase the fleeing boat around the large freighter, taking every opportunity to plug it full of holes. When your opponent knows his boat is toast, he will send out all the remaining barrels at once in an attempt to destroy you before you accomplish the mission. Steer clear of the wounded boat and allow it to smoke, burn and explode. Sink the boat and all the state's evidence with it, and you'll earn $15,000.

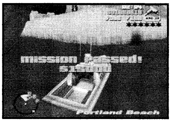


Sometimes, you may force him to dry dock the boat on Portland Beach. If so, drive up onto the beach, follow the fleeing crooked cop, and then waste him to complete the mission.


Portland Harbor


Portland Beach


Portland Beach

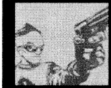

mission passed!
Portland Beach

RAY MACHOWSKI 5: PLASTER BLASTER

PAYOFF: $10,000

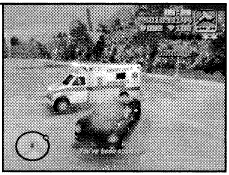
JOB DESCRIPTION: Kill the witness getting ready to make a Federal Deposition while he's being moved from Carson General Hospital.

I paid you good money to kill that witness and he ain't dead!



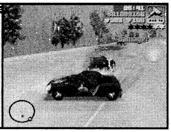
As soon as you exit the park bathrooms, you'll see another Damage Meter below your Wanted Level. This represents the damage inflicted on the ambulance carrying the witness (who's in a full bodycast).

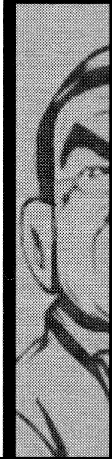
Find a car and drive to the red blip on the radar, which tracks the ambulance's movements. There is no time limit per se, but the witness will eventually arrive at the courthouse with his evidence, and you'll fail the mission if you don't do something soon.


You've been spotted!

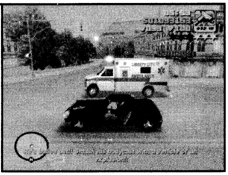
ESCORT SERVICE

A police escort also protects this important witness. You'll be given an automatic Wanted Level of 2 as soon as you're spotted.





RAY MACHOWSKI 5: PLASTER BLASTER

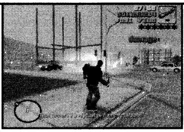


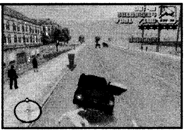
The ambulance's health meter needs to be maxed out in order for it to eject the witness. The easiest way to do this is by pulling off one good drive-by Uzi shooting.

Belleville Park

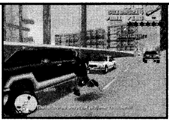
When the witness is ejected, your Wanted Level rises to 3. At this stage, the witness is not going to reach his destination, so time is not an issue from this point forward. Take this time to find three Police Bribes or go to Pay 'N' Spray. If you have them at your hideout, then go there and use those Bribes—yes, you have that kind of time! You can also repair the vehicle you're driving in your garage.

Follow the light-blue blip to relocate the witness. The new Damage Meter onscreen is that of the witness in the armored body cast. The witness's body cast is remarkably durable and will repel all types of bullets. The only things that will kill this stubborn snitch are your tires or explosions.



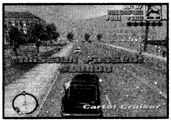


The armored body cast is also flame-retardant! However, you can park a car on top of the victim and then blow it up to finish him off. Grenades work on the cast, but rather inefficiently. In the time it takes you to throw enough Grenades to kill the witness, the cops will be all over you again. Don't risk getting busted now!



Cartel Cruiser

The quickest way to kill the witness is to grab a heavy vehicle and run over him. The Fire Truck, Barrack's OL, or the easy to find Cartel Cruiser will work like a charm. When you destroy the witness for good, you'll earn $10,000!



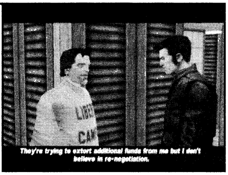
DONALD LOVE

DONALD LOVE 1: LIBERATOR

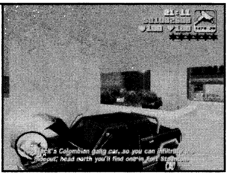
PAYOFF: $40,000

JOB DESCRIPTION: Ascend the stairs of the Love Media building in Bedford Point and enter the blue marker to get work from millionaire Donald Love.

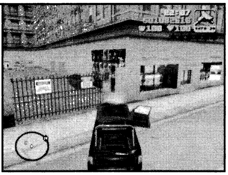
Donald thanks you for taking care of the morgue party photos as he runs on his treadmill. Then he tells you about an old Asian gentleman he knows whom some South Americans in Aspatria are holding hostage. They are trying to extort additional funds from him, but he doesn't believe in renegotiation. He wants you to do whatever it takes to rescue this guy.

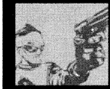

They're trying to extort additional funds from me but I don't believe in re-negotiation.

As you leave the Love Media building, you are instructed to steal a Colombian gang car so you can infiltrate the hideout. Drive north to find a Colombian Cruiser in Fort Staunton. If you drove up in the Cartel Cruiser, then you'll be ahead of the game.

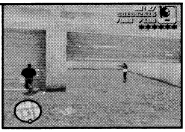

Colombian gang car, so you can
head north you'll find one in

A red blip on the map will lead you to the old Asian Gentleman held captive in Aspatria. When you reach your destination, you'll see that the area where you need to be is behind the electric gate. The gate will open for the Colombian Cruiser, so drive in and start running over all the gunmen you can before the truck becomes too dangerous to drive. It takes them only a second to discover you're not one of them before they open fire on you.

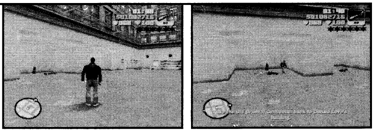




BEHIND DOOR NUMBER ONE...



There are a few spare Cruisers in the garages if you are intent on killing them from the safety of a vehicle. The Asian gentleman is behind one of the closed garage doors, and it's not hard to tell which one if you use the radar. Be aware that there is an armed Colombian behind almost every door, and they will shoot as soon as you open it.

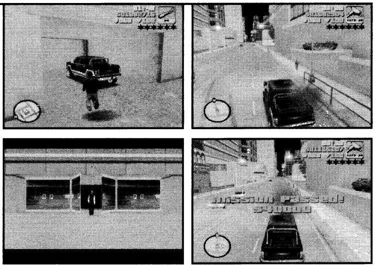


You can run by the doors to trigger them, then toss an explosive into the garage from an angle so they won't shoot you. These doors will not open if you're in a vehicle. Make sure you have your Uzi, AK-47, or Handgun in hand and be ready when you open the garage that holds the Asian gentleman. Aim with the targeting button—the Asian man has company, and you don't want to take out the wrong guy!

Get the Package

Make sure you pick up the Hidden Package in front of the Colombian Cruiser parked in one of the east garages.

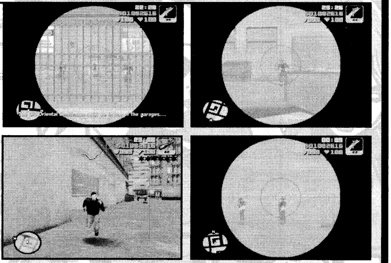
THE DELIVERY



Once you have the Asian gentleman in your custody, take him back to Donald Love's Media Building. He'll follow you into any vehicle you chose to steal. Pull into the blue marker in front of the building and stop to let him out. You'll make $40,000! Man, this guy pays well.

ADVANCED STRATEGY

Before you enter the electric gates with your Cartel Cruiser, step out of the vehicle with Sniper Rifle in hand. Snipe shoot the four visible Colombians within the gate. Throwing Grenades or Molotovs will do the job but may not be as easy and quick. Pass through the gate and continue to snipe shoot or Grenade the remaining Colombians in the south section of the lot. Run by the garages to open them, and then run to the opposite side of the lot to escape the Cartel's range of fire. The Colombians will not exit the garages to attack. Snipe shoot them from a distance and then rescue the Asian gentleman.



DONALD LOVE 2: WAKA-GASHIRA WIPEOUT

PAYOFF: $30,000

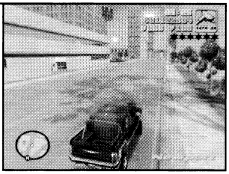
JOB DESCRIPTION: Use a Cartel gang car to kill the Yakuza WAKA-gashira, Kenji Kasen, who's at a meeting atop the multi-story car park in Newport.

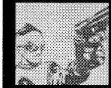
I want you to kill the Yakuza Waka-gashira, Kenji Kasen.

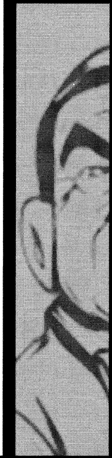
HIT KENJI?!

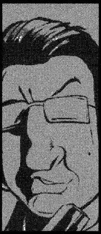
Make sure that you've taken all of Kenji's jobs before you knock him off. You won't reach 100% complete on the Stats screen, and you'll miss out on some good fun and serious cash if you waste him before you're through with his jobs.

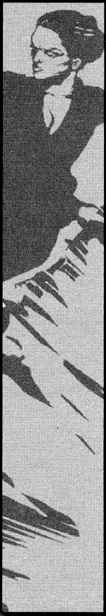
If you just came from Donald's last mission, chances are you drove up to the Love Media building in a Colombian Cruiser. If not, head back to Fort Staunton and steal one. Once you're behind the wheel of this car, a red blip will appear on the radar—follow it to the car park in Newport.





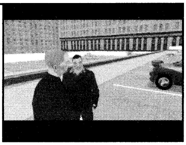




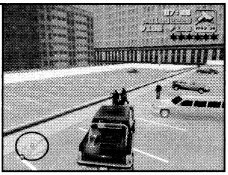


NEWPORT CAR PARK

When you drive to the top of the multistoried parking garage, Kenji and his men will see you coming. Stay in the car, or they'll realize that you're not a Cartel and you'll fail the mission.

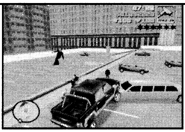


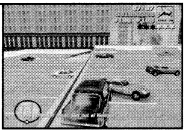
Take good care of the Cruiser until you have it on the top of the car park. If it's smoking in the slightest bit, use the Pay 'N' Spray behind the car park. There's an astounding amount of firepower on the roof, and the car will not last long. You must aim for Kenji—the one with the blue arrow over his head—and not worry about anyone else. He's in front of a car near a wall, which makes your approach angle critical.



KENJI PANCAKE

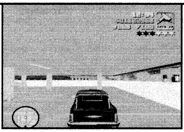
Head for the northern end of the lower rooftop, and then drive up the ramp to the top. Drive in front of the black limo, between the hood and the dividing wall, and then plow over Kenji. If you successfully off Kenji, you'll see a message that reads, "Kenji is tender meat!" Get out of Newport and dump the car. At this time, you'll be given a Wanted Level of 3. This means a helicopter will quickly arrive on the scene—being on the top of the car park makes you an easy target.

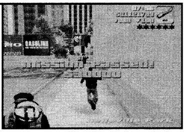


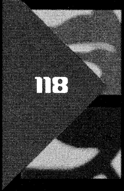


THE GREAT ESCAPE

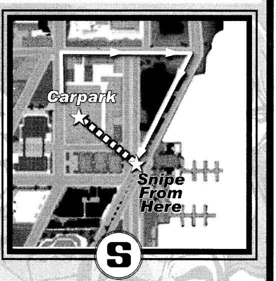
Descend the opposite ramp and make your way down the multi-story parking lot. Leave the Cartel Cruiser in the garage and steal another vehicle. Head to the next district—Aspatria is close. The mission is complete when you leave Newport in any vehicle except a Cartel Cruiser.





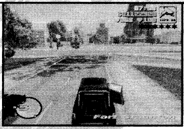


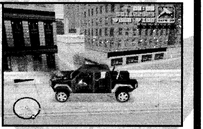
ADVANCED STRATEGY



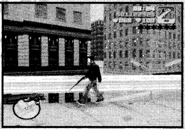
If your Cartel Cruiser keeps exploding from all the Yakuza gunfire atop the car park, then you have another option. You can get rid of all the Yakuza from another location. First, make sure to have a Sniper Rifle with at least 15 rounds. The more rounds you have, the more you can afford to miss.

Head from Donald Love's building to the car park with a Cartel Cruiser. Drive to the top of the car park, just far enough to trigger the cinematic showing Kenji and his men aware of your vehicle. This is very important to do; you cannot skip this step, or they will not become visible from your sniping position.

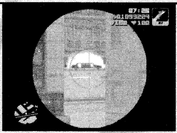


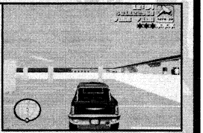


Leave the car park and head north (follow the arrow indicated on our map), and then turn right at the first intersection you reach. Follow this road past the construction site and to the shoreline upper roadway to the south. Turn right onto the raised highway, following the correct side of the road—the side with the traffic heading south. A little ways down the road, use the right drive-by view to look at the buildings to the right. You'll find a gap between a couple groups of buildings. An east-west street creates this gap. The area you should be in is just above Asuka's apartment area.



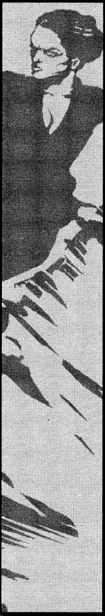
Exit your vehicle and draw the Sniper Rifle. Step up to the guardrail and look through the gap in the buildings using the Sniper Rifle scope. Look to the distant white building. This is the rooftop of the car park. You'll be able to see the heads of just about everyone on the car park. It's difficult to determine which one is Kenji, but it doesn't really matter; you'll have to return to the car park anyway. You cannot complete the mission from this location.



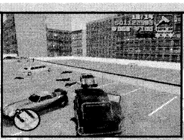


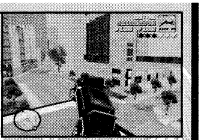
Start popping Yakuza heads from your position. Move to the left and right to look past the edges of the buildings between you and the car park. Shoot the limo eight times to destroy it. This will take out a couple of men standing near it. It's very important not to kill everyone, however. There needs to be a witness alive to tell the Yakuza that the Colombians were responsible for Kenji's death. Head back to the car park.

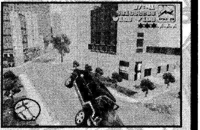
ADVANCED STRATEGY (continues)



When you enter the car park, you will be given a Wanted Level of 3. Head to the roof and see if Kenji is still alive. If he's alive, run over him. If you were careful not to waste everyone and blow up all the cars on the lot, there'll usually be a survivor at the north end of the lot. This is good; you need a witness. Jump from the rooftop using the Unique Jump Ramp at the end of the lot, drive to another district, and exit the vehicle. Mission impossible made probable!



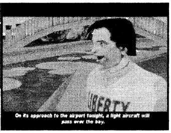




DONALD LOVE 3: A DROP IN THE OCEAN

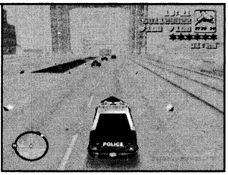
PAYOFF: $10,000

JOB DESCRIPTION: Pick up several packages containing forging plates, dropped into the bay by a Cessna, before anyone else does.

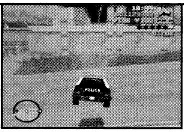


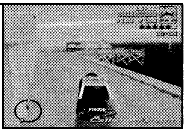
On its approach to the airport tonight, a light aircraft will pass over the bay.

The first thing you need to do after leaving Donald Love's building is find a boat. You have two minutes to do this. There's a speedboat (red blip on the radar) at the Callahan Point dock in Portland.

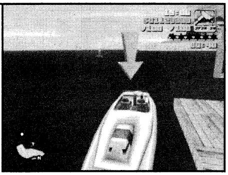


It won't take long if you head north out of Love Media and take a right in Belleville Park to catch the Callahan Bridge. Once you're at the entrance to the Callahan Bridge in Portland, cut between the two sides and head over the Unique Jump area between them. This is a very quick shortcut to the slip. Drive into the tunnel and head to the dock.

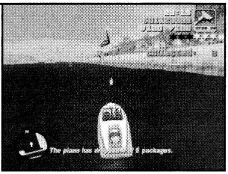




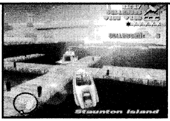
The speedboat has a blue arrow over it. When you enter the boat (Speeder), you'll immediately see the Cessna flying around (yellow blip on the radar). With each package you pick up, the Wanted Level will increase until it reaches 5. Two helicopters will follow you around while you're in the boat, and when you reach land the FBI will be there to greet you!

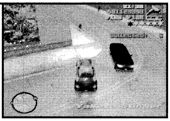


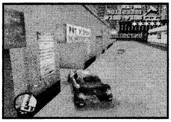
Follow the plane as closely as possible. The packages appear to be little buoys with lights on top. Run through them to pick them up. Once you've picked up the first package, a "Collected" counter will appear below your Wanted Level. Text on the bottom of the screen informs you when the Cessna has dropped another package.

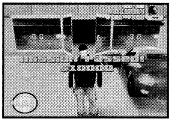


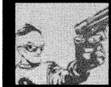
Collect all six packages and then dock the boat near Asuka's Apartment. Steal Asuka's Stinger and head to the Pay 'N' Spray behind the car park to get rid of the wanted levels and the aggressive FBI agents. Follow the pink blip on the radar back to the main entrance to the Love Media building. Enter the blue marker and collect your $10,000.

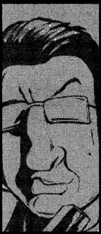












STAUNTON ISLAND'S EXTRA MISSIONS

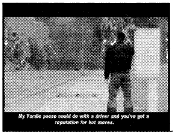
The following jobs are not necessary to complete the game. However, there is money to be made and some interesting folks to meet. You don't want to miss out on the Yardies' race or those suicide bombers—yikes! Without completing these jobs, you will not reach the 100% completion status once you complete the game.

CONTINUING WITH DONALD

You can continue to work for Donald Love at this point, but the next Love mission will take you to the last map, Shoreside Vale. You may opt to finish the missions in Staunton Island, as we'll cover in the guide.

KING COURTNEY

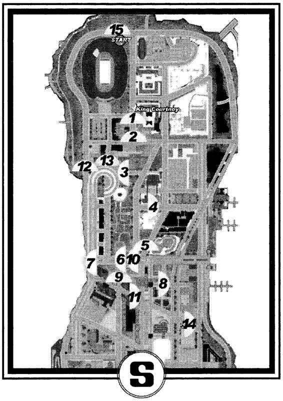
KING COURTNEY 1: BLING-BLING SCRAMBLE



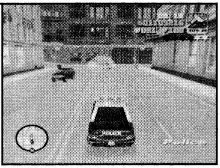
My Yardie posse could do with a driver and you've got a reputation for hot moves.

PAYOFF: $1,000 PER CHECKPOINT (15 CHECKPOINTS)

JOB DESCRIPTION: Race the Yardies through various checkpoints all over Staunton for a chance to work for King Courtney.

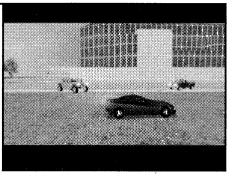


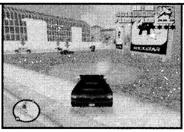
It may be difficult to find a quick car in this neighborhood. You have nothing but time to reach the pink blip on the radar, so do some hunting in the Torrington area. Using a Police Car would give you a clear advantage over the contenders by using the siren to clear traffic out of your way! When you're ready, drive into the blue marker outside of the coliseum to begin the race.

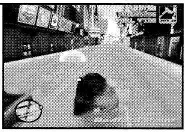


Three others have volunteered for the challenge—a Patriot, a Cheetah, and a Bobcat; a pretty well rounded selection. Pull into the blue marker so that your car is facing southeast. This will point you in the direction of the first checkpoint. Look for the pink blips on the radar and try to be the first to each one. As you pass through one, it disappears and another reappears somewhere else on the island.

Your main advantage over the competition is that you have the brains to go off-road, cut corners and find shortcuts, whereas the other drivers will stick to the roads. This will enable you to get a good lead on each checkpoint.





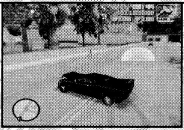


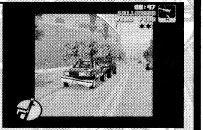
If you trash your vehicle, you'll have plenty of time to find another and still win the race. Because your competition has no idea where the next checkpoint will appear, they'll be in as much disarray as you. This buys you lots of time for error. Once you collect more of the 15 checkpoints than any other racer, you win!

ADVANCED STRATEGY

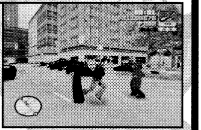
ELIMINATE THE COMPETITION

Before taking the job, head to Phil's Army Surplus and buy a Rocket Launcher. One purchase is all that is necessary; you should need only five shells.



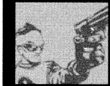


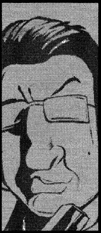
Take the job and drive into the blue marker, parking your car so that it faces southeast. Tear off to the first checkpoint, cutting across the stadium lawn, passing close to the Rockstar billboard. This will keep you away from the competitors as they busy themselves trying to run into each other. With a fast car, such as a Police Car, Cheetah, Banshee, Stinger, or Infernus, you can make it to the first checkpoint in enough time to step out of the car, select the Rocket Launcher, and locate the competitors in your scope as they race toward you.



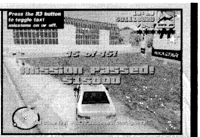
Make sure to stop before you reach the checkpoint. This is crucial to this strategy. If you collect the first checkpoint, the racers will not come to you. Blast them as they approach. Try to hit them at a distance so you don't get caught up in the concussion or the speeding, burning vehicles.

ADVANCED STRATEGY (continues)





By destroying the competition, you have nothing to worry about—there's no race! Now you can leisurely drive to each checkpoint as it appears on the streets. This not only makes it easier but also awards you more money. However, you'll have to pick up each of the remaining checkpoints to complete the mission. $15,000 makes it worth the effort.



Press the R3 button to toggle taxi missions on or off.

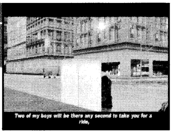
If you've picked up a Wanted Level from all the bombing, you have plenty of time to go to Pay 'N' Spray or find Police Bribes to shake the cops.

Belleville Park

KING COURTNEY 2: UZI RIDER

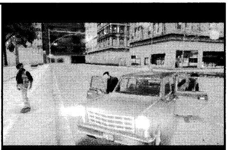
PAYOFF: $10,000

JOB DESCRIPTION: Head over to Hepburn Heights in Portland to whack some Diablos with an Uzi.



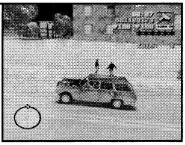
Two of my boys will be there any second to take you for a ride.

You're in control of the Perennial with two Yardies along for the ride. Run over or drive-by shoot 10 Diablos on their own turf without leaving your vehicle. If you do leave the Perrenial, the Yardies will jump out and attack you!



HEPBURN HEIGHTS/PORTLAND

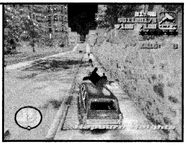
When you make it to Hepburn Heights in Portland, you may notice an increase in patrolling squad cars—and you know by now that if a cop sees you hit someone, there will be hell to pay! The trick is to either not be seen or to quickly run over the Diablos walking along the sidewalks, and then immediately head for the Pay 'N' Spray around the corner to shake the cops.



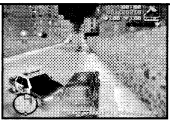
Don't shoot or run over anyone except the Diablos, and you may not even get a Wanted Level. If you see a cop walking the beat or driving by, hold your fire until you can no longer see him. Use your rearview mirror often to make sure no cops are around. It helps to continually look from side to side and behind to spot patrolling police.

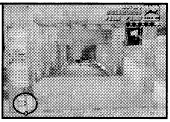
DIABLO-DAY AFTERNOON

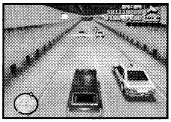
The Diablos are the ones with the backward caps, dark shirts, and long shorts. Some of them are holding baseball bats—you can't drive down the sidewalk without hitting one. Drive around the block where you answered the pay phone to pick up the El Burro jobs. Be on the lookout for a Diablo seeking revenge in a Diablo Stallion. He'll try to take out his anger on your Perrenial! Drive-by shoot his gang car or head into the Pay 'N' Spray to get him off your back.



After taking out 10 Diablos and choosing to paint or not (your hideout is close by if you have Police Bribes), return the Yardies to Newport in Staunton Island. Follow the pink blip on the radar and stop in the blue marker near the car park. You'll take home $10,000!





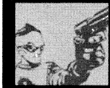


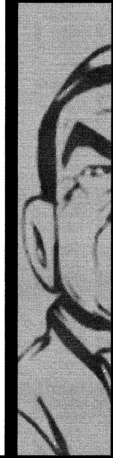
KING COURTNEY 3: GANGCAR ROUND-UP

PAYOFF: $10,000

JOB DESCRIPTION: Steal a Mafia Sentinel, a Yakuza Stinger, and a Diablo Stallion, then drop them off without a scratch at a garage in Newport.

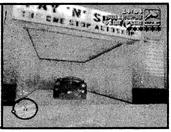
GANGCAR ROUND-UP
I want you to boost some gang cars



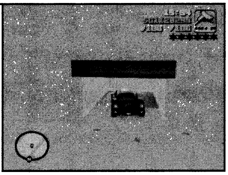


Gotta Be Mint

If you bang up a car during the delivery, then visit the Pay 'N' Spray—fortunately, it's just a few blocks away from the garage!



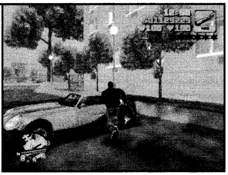
Secure appropriate transportation, and then follow the pink blip on the radar to the delivery garage.



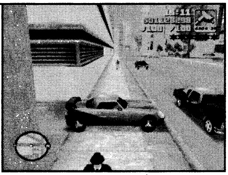
It doesn't matter if you steal one car before another, but they must be in good condition, which makes this otherwise easy job much more challenging. Just take it easy and obey the rules of the road. Watch out for other motorists who have it in for you.

You can find the Yakuza Stinger all over Staunton Island, including Asuka's apartment!

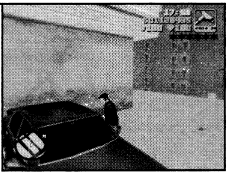
You'll have to travel to Portland for the Mafia Sentinel and the Diablo Stallion; you won't find them in this part of town.



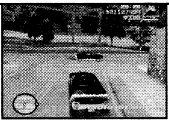
Use your right and left drive-by views before pulling out into cross traffic. Avoiding the Pay 'N' Spray will save you money.

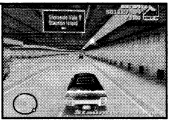


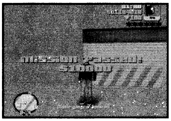
You can steal the Mafia Sentinel from the late Salvatore's home in Portland Beach; he won't be needing one anymore. Or you can take the one in the lot behind Momma Cipriani's Restaurant in Saint Marks. You know the one; it's always rigged with an active alarm. Just don't pull out into traffic until the alarm stops so you don't alert any local fuzz.



You know where the Diablo gang hangs out in Hepburn Heights. Jack the Diablo Stallion and take the tunnel back to Staunton. If you dent it in Portland, wait to fix it in Staunton Island since the shop is so close to the garage. You'll walk away from this job $10,000 richer.





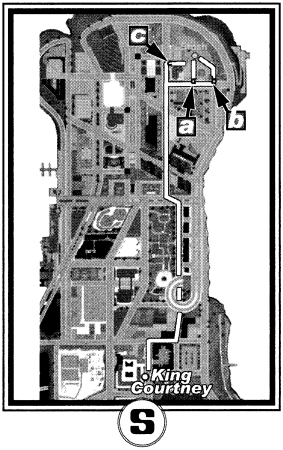


KING COURTNEY 4: KINGDOM COME

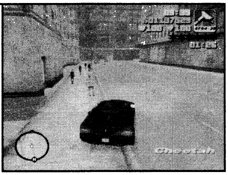
PAYOFF:$10,000

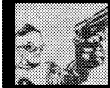
JOB DESCRIPTION: Retrieve a vehicle containing a stash in Bedford Point.

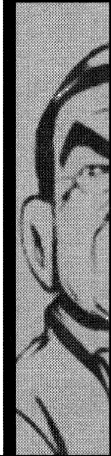
Get over to Bedford Point.



The first challenge in this difficult job is to get to the parked car in Bedford Point within the allotted time. You have a minute-and-a-half on the clock to do this. Make sure you have a fast car waiting by the phone booth before you pick take the job, then follow the quickest route on the map that we've provided.



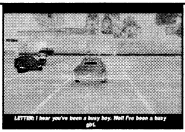




LOT ENTRANCES

There are a few entrances to the parking lot. The quickest into the parking lot are **(C)** and **(B)** on the map. **(A)** leads to a set of stairs and ledge that overlooks the parking lot.

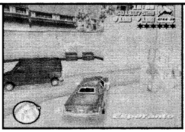
Step into the car with the blue arrow over it, and you'll find a letter from Catalina. It reads, "I hear you've been a busy boy. Well I've been a busy girl. I think it's time you witnessed the real power of SPANK! Besos y fuderes, Catalina, xxx." Just as soon as you can read the note, SPANKed-up suicide bombers begin to run toward the car!

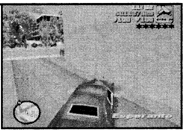

LETTER: I hear you've been a busy boy. Well I've been a busy girl.

SPANKED-UP SUICIDE BOMBERS

The object here is to destroy the five vans from which the suicide bombers continually emerge, and then destroy any remaining bombers. These vans appear near the three exits out of the lot, and a couple more are located along the walls between exits. If you see a van in the lot that wasn't there when you pulled up, then destroy it.

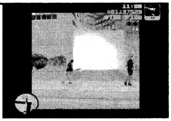
As soon as the bomber in the cinematic explodes, back up and spin the car around to quickly drive between the vans through exit **(B)** on the map. Before you reach the end of the narrow alleyway, swerve into the right wall, trying to jam your car with the hood against the right wall and the trunk against the left. This will allow you to exit the vehicle on the street side. You don't want to be trapped in the alleyway on the wrong side of the car. There's a suicide bomber running toward you and your roadblock.





Run out into the street and turn around with the Sniper Rifle or Rocket Launcher selected. You may not have completely blocked the alleyway, but you probably slowed the bomber down enough to give you time to take aim and shoot him from a safe distance.

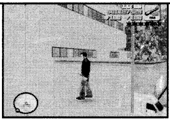
As soon as you delete the first threat, take off running to the stairs around the building–**(A)** on the map.

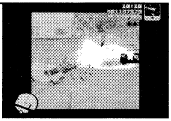


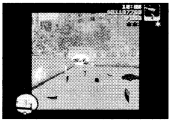
DESTROYING THE SPANK-MOBILES

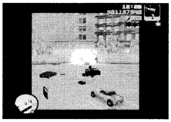
The stairs **(A)** lead up to a landing. There's a short wall on this landing, which will allow you to jump up to a low rooftop. From this rooftop, you can look down into the lot from which you just escaped. From positions around this rooftop and the adjoining landing, you can see and destroy all the vans in the lot. The suicide bombers will still run toward you, but the large structure you stand on prevents them from getting close enough to you to trigger their bombs.

Look around with the Rocket Launcher and hit the five vans around the parking lot. Try to shoot the bombers when they're near the van so that the explosion consumes it.

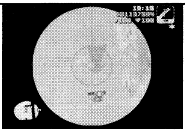


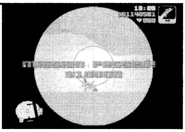


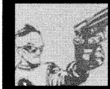


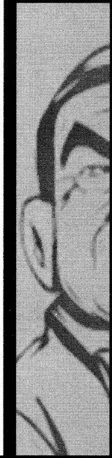


Once the vans are toast, you must eliminate the remaining suicide bombers to end the mission. If you don't have very many Rocket Shells, the M-16 works nicely on the vans and bombers with its long-range aiming ability. Chuck Molotovs and Grenades over the ledge, and run to safety to clear out the mad bombers that congregate at the base of the structure on which you're standing. Use the Sniper Rifle to pick off distant bombers.







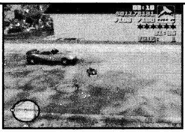


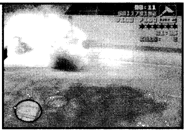
RC TOYZ

RC TOYZ: CASINO CALAMITY

PAYOFF: $1,000 FOR EACH YAKUZA STINGER DESTROYED

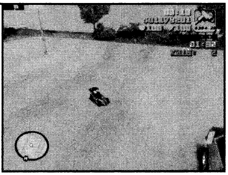
JOB DESCRIPTION: Drive the RC cars, rigged with explosives, into the tires or underneath as many Yakuza Stingers as possible in two minutes.



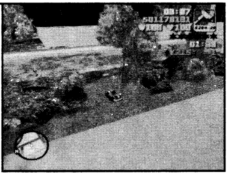


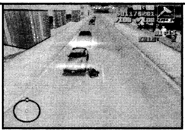
You'll find the Toyz Van, Casino Calamity, in a Torrington parking lot on the block directly across the street and west of Kenji's casino. As soon as you take the RC cars into the streets, you'll see an increase in Yakuza Stingers driving around. Drive the RC car underneath these long white and orange sports cars and press the Fire control to detonate, or run them directly into the Yakuza tires to trigger the explosives automatically! You earn $1,000 for each Stinger you destroy.

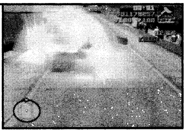
Be careful when pulling out of the parking lot with an RC car—it's aimed at the wheels of your Toyz Van. Release the acceleration button after a detonation so you don't do yourself in when the next RC car generates!



The prime spot for finding Yakuza Stingers is just over the flowerbed behind the RC car as it generates in the parking lot. Climb the sloped cement flowerbed and enter the street to the east.







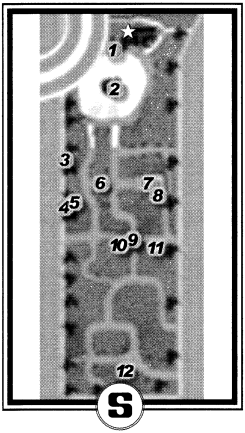
This is a one-way street, and most of the Yakuza Stingers will be approaching from the left (north). You occasionally will see them to the right, just after they've driven by, but don't waste your time chasing these swift Stingers past the casino. When you don't see any Stingers to the left, go ahead and chase one down to the right, but it's usually more practical to drive to the next intersection to the north to do your dirty work, especially considering your limited time.

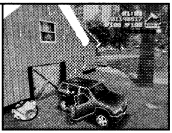
4X4

4X4 1: A RIDE IN THE PARK

PAYOFF: $30,000

JOB DESCRIPTION: Drive the Landstalker 4x4 to collect 12 checkpoints in the time allotted.



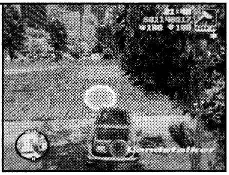


You'll find the Landstalker 4x4 in the actual park area of Belleville Park, near the cottage. Collect all 12 checkpoints in any order you like. Each checkpoint will credit you with 10 extra seconds, giving you time to make it to the next checkpoint, and so on. The timer starts when you drive through the first checkpoint. Don't worry about drowning in the pond—you can drive and walk through this shallow water! The Landstalker may be four-wheel drive, but like many SUVs, it's more of a selling feature. You'll find that rollover is to be expected, and its climbing ability is not much better than any of the cars in Liberty City. Don't be fooled, its no Patriot. Don't waste time trying to climb steep surfaces. Try to find angled slopes that are easier to negotiate in order to reach your destination.

The following steps correspond with the checkpoint numbers on the map.

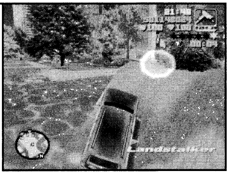
[1]

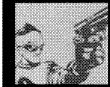
Drive the Landstalker between the tree and the cottage where you found it, and face the south. Align the vehicle so that you are facing the first checkpoint on the small pier. Drive due south through the posts on the pier, through the checkpoint, and out into the pond. Avoid hitting the posts; they'll really slow you down if you get caught up in them.

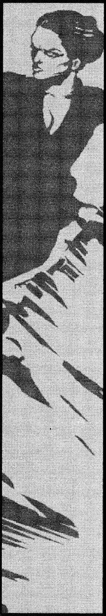


[2]

Find the shallow slope on the east side of the small yet tall island in the middle of the pond. Drive through the checkpoint on the island, go off the west side, and exit the pond as you head south again.



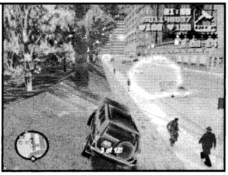




4X4 1: A RIDE IN THE PARK

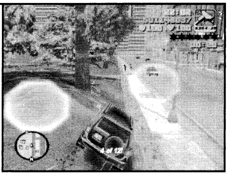
[3]

Drive directly to the short brick wall that encompasses the park to the west. Drive southward as you scrape the right side of the Landstalker along the wall. This will assure that you get the third checkpoint, which sits above the brick wall.



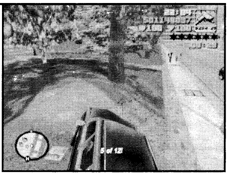
[4]

Continue southward along the brick wall to take the fourth checkpoint, which is also perched above the brick wall.



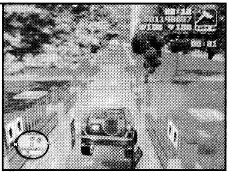
[5]

Stop, reverse, and turn your wheel as soon as you pass through the fourth checkpoint to back into the fifth checkpoint. It's on the peak of the hill next to the fourth checkpoint.



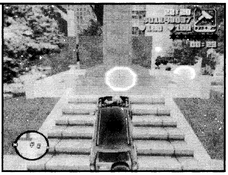
[6]

From the fifth checkpoint, drive a few yards back to the north and find the stairs to the restrooms where you took the jobs from Ray. Drive down the stairs, through the checkpoint, and then back up the following stairs heading east.



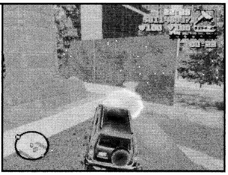
[7]

Continue east from the restrooms and up the park monument's stairs. Run into the checkpoint at the foot of the monument. Then throw the car into reverse and back down the stairs.



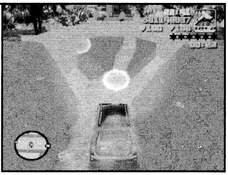
[8]

Carefully climb the monument's grassy south side hill to touch checkpoint eight. Be extremely careful taking this checkpoint. Rollover is highly likely if you do not navigate the slope's angle correctly. If you drive directly through the checkpoint, be sure to turn your wheels sharply to the right to approach the hill's downward angle appropriately.

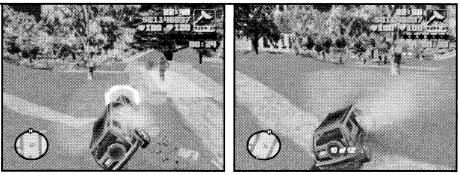


[9]

Head south to the middle of the park. Drive along the east-west running pathway to pass underneath the park's pedestrian bridge and pick up checkpoint nine.

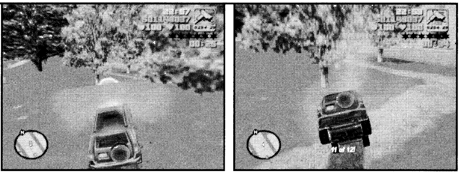


[10]



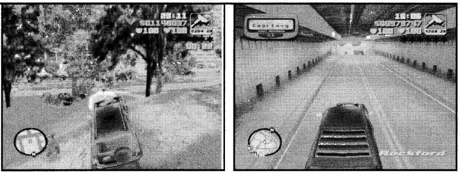
As you exit the underside of the pedestrian bridge, make a wide circle and approach the bridge from the south, heading due north. Run through the tenth checkpoint. This is on a dangerously steep slope beside the bridge. Turn your wheel sharply to the left as you slowly pass through the checkpoint so that you move safely and naturally down the slope. There's a high risk of rollover if you attempt to climb the slope from under the bridge.

[11]

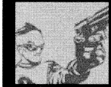


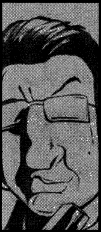
Use the same tactic on checkpoint 11, which is also on a steep slope near the bridge. Make a wide circle around the bridge to position yourself on the south side of the embankment, the side of the bridge where the checkpoint is located. Drive through the checkpoint, but this time turn sharply to the east (right) to avoid rollover as you hit the path below.

[12]



The last checkpoint is at the south end of the park, on the south end of the last hilly pathway. Cruise through the checkpoint and bring home the bacon! 30,000 big ones!

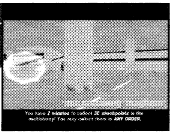




4X4 2: MULTISTOREY MAYHEM

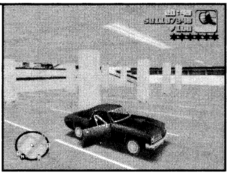
PAYOFF: $30,000

JOB DESCRIPTION: Drive a Stallion to collect 20 checkpoints inside the Trenton car park in the time allotted.



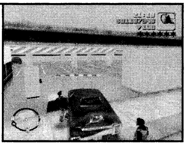
You have 2 minutes to collect 20 checkpoints in the multistorey! You may collect them in ANY ORDER.

Take a Stallion from inside the car park in Trenton, then exit the car park and reenter from the outside to begin this challenge. Any Stallion will work, as long as you enter from outside the car park. You may collect the checkpoints in any order. The timer will start immediately after the opening cinematic, which explains the challenge. Each checkpoint you pass through will add four more seconds to the timer.

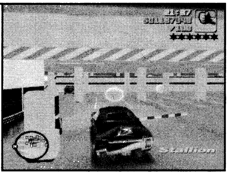


GROUND FLOOR: FOUR CHECKPOINTS

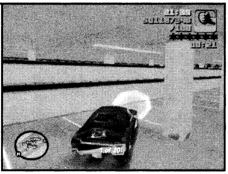
Park your car on the sidewalk facing the north entryway. Exit and enter your vehicle quickly to avoid the angry Yardies. If you're attempting this challenge after completing most of the missions in Staunton, the Yardies will shoot on sight. As soon as the cinematic ends, the timer starts. You have 20 seconds to reach the first checkpoint. The checkpoints appear *inside* the car park shortly thereafter.



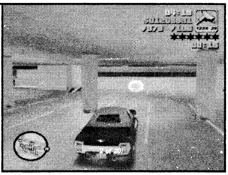
Smash through the security arm and drive through the closest checkpoint. This is directly in front of the entryway, between two support beams.



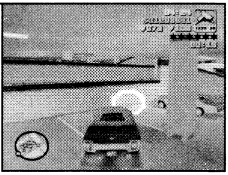
Veer right and grab the checkpoint along the back wall, behind the beams.



Turn sharply to the right and look for the third checkpoint directly across from the second checkpoint. This one is the most easily missed checkpoint of them all. If you reach the end of this challenge and miss one checkpoint, then this is probably the one.

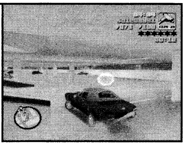


Turn left and head toward the ramp; the checkpoint is behind a beam near a parked car. Turn sharply to the right and whip the tail end of the car around to ascend the ramp to the second story.

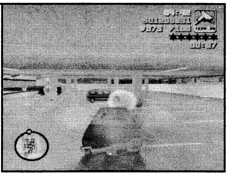


second story: four checkpoints

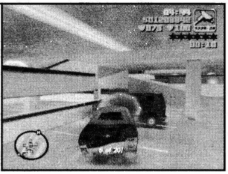
Turn left as soon as you reach the top of the ramp. Grab the fifth checkpoint directly in front of you in the center of the parking lot.

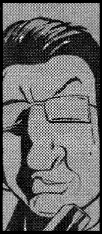


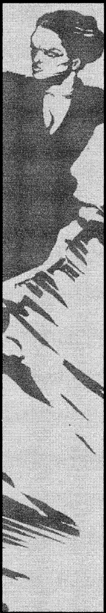
Continue to drive along the center of the floor, heading north, to pick up the sixth checkpoint. It's also located in the center of the parking lot.



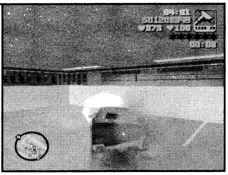
Keeping your speed up, veer left and ram the side of the parked vehicle because it's on top of the seventh checkpoint. Ram the car hard so that you have to hit it only once to move it.





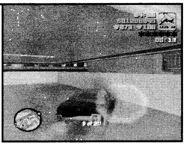


Turn to the right and head to the corner opposite of the ramp. The last checkpoint on this level is in the back corner. Ascend the nearby ramp to access the third level.

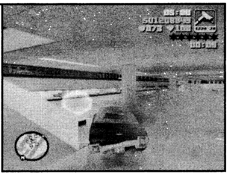


THIRD STORY: FOUR CHECKPOINTS

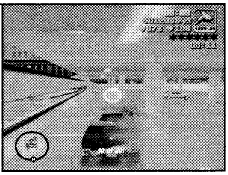
As you enter the third story from the ramp, turn sharply to the right but go around the support beam to grab the ninth checkpoint. Don't try to cut the corner or you'll hit the parked vehicle by the support beam.



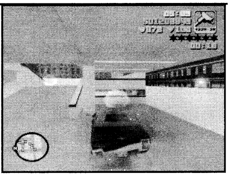
Whip the car around in the opposite direction, and veer hard to the left around the ramp. The next checkpoint is hidden next to the ramp.



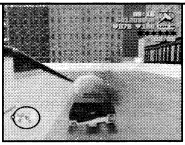
Drive through it and continue to go straight. This path takes you directly to checkpoint #11 in the middle of the parking lot.

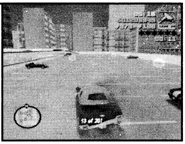


Continue toward the next ramp, but don't drive up it. The last checkpoint on this level is hidden in the nook between the ramp and the far corner of the floor. Throw the car into reverse after you drive through it, and ascend the ramp to access the fourth story.



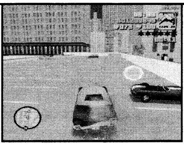
Fourth Story (Rooftop): Four Checkpoints

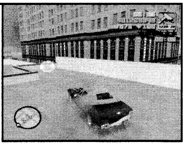




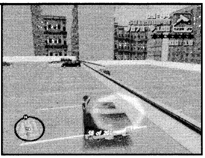
As you enter the fourth floor, the next checkpoint is directly in view at the top of the ramp. Then swerve right-to-left-to-right to grab the three checkpoints that are placed out in the open. There are no support beams or ill-parked vehicles to get in your way. Drive up the ramp to reach the top level.

Fifth Story (Top Level): Four Checkpoints

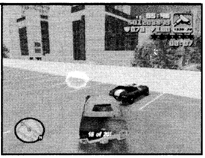




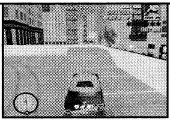
As you enter the fifth story from the ramp, turn left and speed past the checkpoints to your right and left (save them for later). Go to the very end of the lot and power-slide to the left to grab the checkpoint. It's located near the ramp. It's quite visible as you drive toward it.

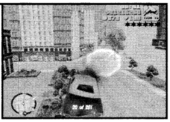


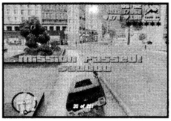
Back up from the corner, speed back to the north and grab the checkpoint along the right wall.



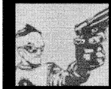
Make a U-turn and speed through the checkpoint on the other side of the wall.

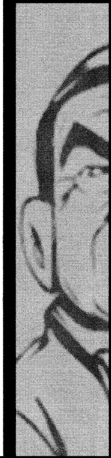






Stay on the accelerator and aim for the ramp in the far corner of the lot. Steer toward the last checkpoint, which is floating in the air just outside of the car park. This is a Unique Jump location, and the timer stops the moment you hit the ramp—free time! Collect the last checkpoint in midair to complete the challenge.





CHAPTER

4

SHORESIDE VALE

HIDDEN PACKAGES & SIDE JOBS

As we have recommended before, when you enter a new island collect all the Hidden Packages before you take any Shoreside Vale missions. There are 36 Hidden Packages left, all of which can be collected without completing a single Shoreside Vale job.

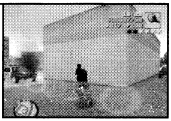
If you've collect all the Hidden Packages from Portland, Staunton Island, and now Shoreside, you'll have the all the weapons in the game available at your hideout, except the Flame-thrower from the Fire Truck side missions. There's nothing like loading up on free Rocket Launchers to get the party started!

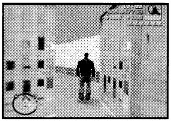
Make sure to complete 20 more Vigilante Missions for the final Police Bribes, making it easy to ward off the highest Wanted Level—provided you unlocked the others while you were in Portland and Staunton.

Again, the reward for all your work goes far beyond the new power-ups that appear at your hideout. You'll build up even more running endurance and become skilled at navigating the streets of Shoreside Vale long before you take any missions.

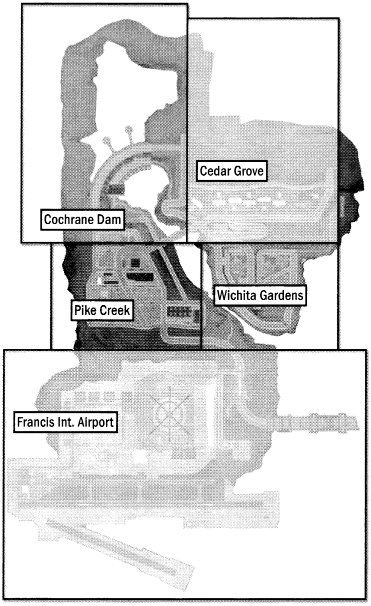
SHORESIDE VALE

SHORESIDE VALE HIDEOUT



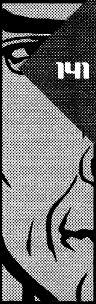


Once you make it to Shoreside Vale, you can save your progress in Wichita Gardens (if you're not currently engaged in a mission). Follow the green house icon on the radar to the apartment building. As you pull into the driveway, you'll see a row of five garages to your right. The power-ups that you get from collecting Hidden Packages will appear here. The triple garage to your left is where you can park up to three cars, and the Police Bribes you've unlocked line the side of this garage. The apartment entrance beyond these garages is the door you enter to save your game.



SHORESIDE JOBS

Although you've opened a whole new island, most of the jobs still originate from Staunton Island. Donald Love, Asuka Kasen, and Ray Machowski will send you to Shoreside Vale to get the job done, but all of these bosses reside in Staunton. The only boss that resides in Shoreside is D-Ice of the Red Jacks. You can pick up the final mission, "The Exchange," from the Colombian Mansion in Cedar Grove, but Catalina will never be your boss! This is your very own mission, a mission of hostage recovery and revenge.

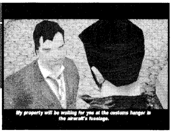


DONALD LOVE

DONALD LOVE 1: GRAND THEFT AERO

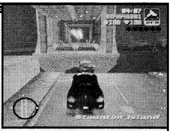
PAYOFF: $50,000

JOB DESCRIPTION: Cross the bridge to Shoreside Vale and go to the Francis International Airport to pick up Donald's property from an aircraft fuselage in the customs hangar.


My property will be waiting for you at the customs hangar in the aircraft's fuselage.

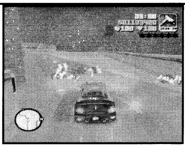
The subway, the tunnel, and a bridge are now open to Shoreside Vale. If you wish to take the drawbridge, head north along the west coast to the upper deck that circles around to the bridge. This is just west of the Belleville Park (over a corner of it).

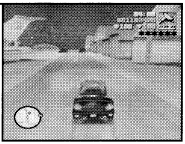
DRAWBRIDGE



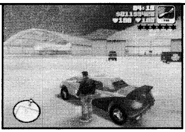
You may occasionally have to wait for the bridge to lower before crossing. Be patient—the daredevil alternative is deadly. While you wait for the bridge, it's always fun to push cars over the edge into the water below. Also, you can access a Hidden Package here only while the drawbridge is up. To get it, position your vehicle on the rising portion of the drawbridge. As you near the top, look up for it.

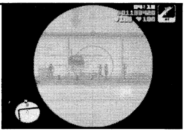
SHORESIDE VALE





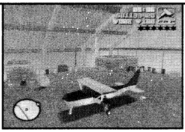
Follow the red blip on the radar to the airport, which looks a lot like LAX airport in Los Angeles. Take a left at the first intersection, then hang the next right and blast through a barricade. No one's there to lift it for you, so just speed on through!

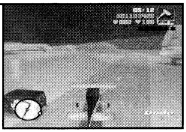




Maintain a westward course until you find the light green hangar (follow the blip). Pull around to the front of the open hangar, then park a few hundred yards away, near a parked airplane. Pull out the Sniper Rifle and pick off the four members of the Colombian Cartel inside the hangar. The surviving three Colombians take off running for cover behind crates in the hangar, but they stick their heads up from time to time. You can shoot all of them from outside the hangar by using different vantagepoints. Use the explosive barrels inside to your advantage, as well.

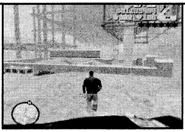
WHERE'S LOVE'S PACKAGE?

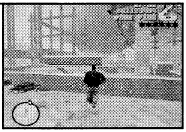




Once the threat has been eliminated, enter the Dodo (aircraft with clipped wings) in the hangar. The package is gone! Track down the Colombians and retrieve it. Leave the hangar and inspect the Pan-Lantic construction van with the arrow over it. Hmm... where have you seen one of those before? Ah-ha! Staunton Island, near the hospital!

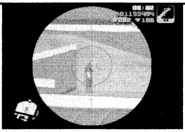
BACK IN STAUNTON ISLAND

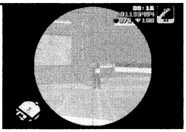




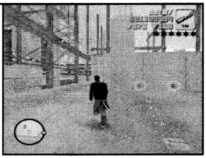
Head back to Staunton Island the same way you came. Follow the pink blip to the Mask Towers construction site in Fort Staunton. Enter the site through the barrier arm blocking the gate on the south side (the corner closest to your hideout). As you enter the construction site, turn right and remain on the high ground on which you entered. Stop your car just before the building under construction so that you're parallel with the blue temporary walls. The Colombians have taken over this site and have made it their compound. Walk north to the edge of the slope so that you can see down inside and beyond the blue walls.

ENEMY AT THE GATE

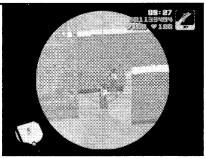




Select the Sniper Rifle and pick off all the Colombians you can see from this vantage-point. You should be able to plug four Colombians within the blue walls from here.

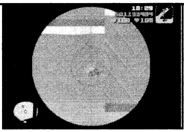


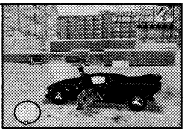
Now run to the north side of this blue fortress, and continue north until you find the ramp that allows you to enter the second building under construction near the Colombian compound. Find the stairs that lead to the second floor, where you can find (or have found) Hidden Package #39 and Health and Body Armor power-ups.



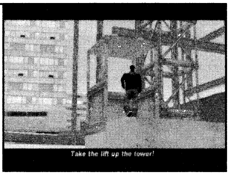
Head to the south side of the building, select the Sniper Rifle, and look down into the Colombian fort through the scope. You should be able to see three to four more thugs from this position. You can also toss Grenades and Molotovs into different areas within the blue walls to take out Colombians you can't see.

Now approach the north entrance of the blue compound. This is where the vans and Cartel Cruisers are parked. There's a guy hiding behind the crates at the entrance, and another to the right as you walk in if you haven't already disposed of them from above. You can take out both of these guys using a number of weapons before you enter.



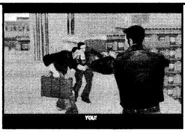


Run through the compound, listening for the verbally threatening Colombians. If all is silent, chances are you nailed them all. Head to the east end of the compound and enter the construction elevator.



WHO'S DECEIVING WHOM?

A cinematic shows Catalina and her partner in crime, Miguel, getting ready to run with Donald's package when you surprise them. Catalina shoots her partner as she did you in the beginning of the game. She takes off running and jumps over the side of the building. Asuka doesn't realize that you took out her brother and asks you to drop by later as she whips Miguel, still believing that the Colombians were responsible for her brother's death.



LIAR! We all saw the Cartel assassin.

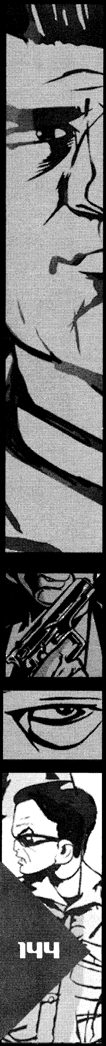
DELIVERY FOR LOVE

As you exit the building, you'll see the Yakuza gang around a Stinger. Take the car—they are still on good terms with you—and bring the package to Donald Love. Follow the pink blip to Donald Love's front door to accept the payment of $50,000! Man, this just keeps getting better.

MISSION PASSED
$50000

D-ICE PAGE

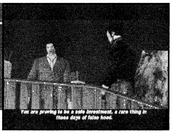
After this mission, you get a page to do business with the Jacks', D-Ice. These are extra missions we'll cover once your major contacts have been exhausted—following the ending level, "The Exchange."



DONALD LOVE 2: ESCORT SERVICE

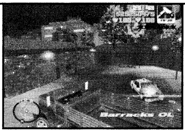
PAYOFF: $40,000

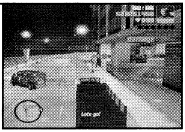
JOB DESCRIPTION: Escort Donald's Asian associate to Pike Creek to have his latest acquisition authenticated (the forging plates). Both his associate and the package must remain unharmed.


You are proving to be a safe investment, a rare thing in these days of false hood.

FINDING JUST THE RIGHT VEHICLE

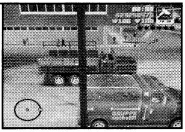
Get a Barracks OL truck at Phil Cassady's Army Surplus, because this mission will have its fair share of collisions. Head for Love Media's underground garage (the red blip). As you pull up to the driveway, you'll see Love's associate in a Securicar.





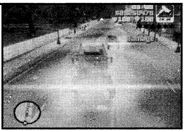
CLEAN DRIVING RECORD

As you begin your careful pursuit, guarding and blocking attacks for the Asian gentlemen in the Securicar, you'll quickly realize what a job you have ahead of you. This is no short trip, and your target is obeying all the rules of the road! Does he know what game he's in!? Anyway, the Damage Meter beneath your Wanted Level indicates damage to the Securicar. Avoid any action that will increase this level from your own reckless driving.



ROAD TRIP

The first stretch of the trip is relatively painless, if you don't count waiting at red lights. Follow closely behind the Securicar and get used to driving while using the rearview mirror. This comes in handy as the enemy comes from behind the two of you. Drive with the rearview in short intervals so you don't risk ramming the Securicar yourself. Use both the handbrake and the regular brake to stop this huge truck in a jiffy.



DRIVE-BY SHOOTING

You may find several opportunities in this mission to utilize your drive-by shooting skills. It works like a charm when the Cartel Cruiser drives directly next to you. Try to inflict as much damage as possible to it.

THE REARVIEW

When you spot opponents from behind, cut them off into oncoming traffic, buildings, or whatever will inflict the most damage. Sometimes even just knocking them can send them into a spin, which will buy time. With your large *über*-truck, destroying many of these vehicles is no big deal.

THE TROUBLE STARTS

Things look pretty grim in the rearview as you turn right into Belleville Park. A Cartel Cruiser is approaching fast. Use the rearview tip mentioned earlier to knock this guy into something other than the Securicar. If he does sneak past, hit him in the tail section as he comes around to send him into a spin. By the time you reach Aspatria, you will have picked up another tail.

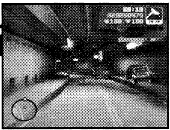
THE TUNNEL

In Rockford, the Securicar will enter the tunnel in an attempt to make it to Shoreline Vale this way. This is good. You can more easily keep people behind you in a tunnel. The rearview, however, won't help much because the truck is so tall. The Colombian Cruisers can easily jump up onto the sidewalks in the tunnel, so don't get too cocky and forget about that avenue. If you see a Colombian Cruiser begin to burn ahead of you, slam on the brakes! The Securicar is better shielded from this and you need to survive to cover him.

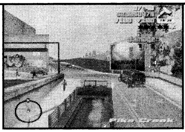
★★★★★★

WATCH OUT FOR COPS!

Be careful not to hit any police cruisers. The last thing you need now is a whole new force against you.



HOME FREE!



Exit the tunnel under the airport and Pike Creek is dead ahead. Another Cartel vehicle attack is imminent and it may even alert the cops, so be on the lookout. You're home free when you see the Plummet billboard on the right side. Your destination, the AMco building, is on the opposite side of the road. When the Securicar pulls into the warehouse safely, you receive your $40,000.

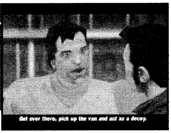
ADVANCED STRATEGY

We're not sure if this is advanced or just lazy, but it definitely sucks the fun out of the mission. Drive up to the Securicar in Donald Love's garage and let it go. Just let it go on its own. The game is programmed to allow the Securicar to make it safely to its destination in Shoreside Vale. Granted, once it reaches its destination you'll have to go check on it (enter Shoreside Vale) to complete the mission and receive the payment.

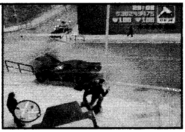
DONALD LOVE 3: DECOY

PAYOFF: $35,000

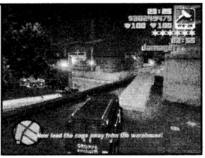
JOB DESCRIPTION: SWAT teams have cordoned off the area around his associate and the package. Pick up the Secruicar and act as a decoy to lead the cops away from the AMco building so he can escape.



Get over there, pick up the van and act as a decoy.



Return to the AMco building in Shoreside Vale and have a look around the block. Each road that leads away from the warehouse is littered with cops and SWAT teams in all sorts of vehicles. Block one of the Enforcers with your vehicle to assist in your escape.

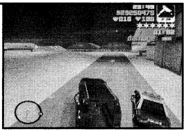


As soon as you enter the Securicar, the authorities will be alerted and you'll be tagged with a Wanted Level of 6! That's as high as it goes! Exit the warehouse parking lot before things get too hectic.

You have three minutes on the clock below your Wanted Level. If you see this clock tick down to zero, you win. If not, you fail the mission, most likely because the Securicar could not take the damage, or you exited the vehicle for more than 14 seconds.

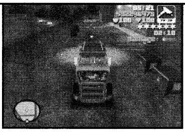
Leaving the main entrance of the parking lot is dangerous. If you keep meeting too much police resistance as you approach the main exit, there's a ramp on the other side of the building that'll help you out of the lot. Once you're out, there are very few guaranteed safe places to evade the police. What works well one time may not be the ticket the next time you attempt this mission. However, one area is guaranteed to keep you safe if you can make it there in one piece.

Airport



The Airport's runways are close by and they serve your escape well. But this is not the best place to go. It's often helpful to escape downhill because the Securicar is sluggish when it climbs uphill. You can evade the cops while racing around on the runway for a good spell.

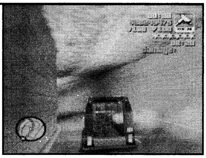
Hospital



Heading for the hospital works well, too. You can drive all the way around the hospital, repeatedly doing laps to keep the chopper off you and dealing with only one police vehicle at a time. Because there's only enough room for a couple vehicles between the parking lot walls and the hospital walls, their only option is to hit you from behind—they're not clever enough to attack you head-on. However, this is only an option and it isn't the best one, either.

Porter Tunnel

Perhaps the best place to flee is through the tunnels near the airport—the one you drove through when you protected the Securicar in the last mission. The best thing about the tunnel is that the helicopter can't get to you with its devastating cannon blasts!



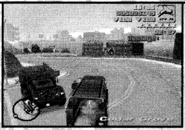
Another good feature of the tunnels is that you know that the cops must be coming from either in front or behind you. Plus, if their vehicles are destroyed, it will take time for more to arrive because there are only so many entrances. Go to the tunnels and head for Staunton Island. If it gets quiet, then stop and move only when trouble comes from either direction. Yet, as good as it seems, this is *still* not the best place to go...

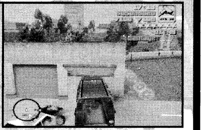
ADVANCED STRATEGY

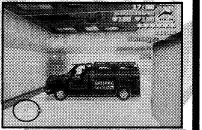
SHORESIDE VALE SAFEHOUSE

The best place to evade the police is your very own garage in Shoreside Vale Wichita Gardens. Leave the AMco parking lot out of the main entrance/exit, take a right to the intersection, and go left up the sloped road heading north. Take a right at the first light, and you should know the way through Cedar Grove to your hideout in Wichita Gardens by now. Most of the drive from here is downhill, which really helps in this sluggish vehicle. You really have to watch out for slowdowns because you can be pulled from your vehicle and busted.

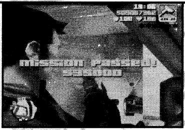
Drive into your garage and just sit there until the clock runs down. No cops, police cars, FBI, Army, or helicopters will mess with you while you're inside your garage. It's like you just disappeared. Don't waste your time trying to get rid of the Wanted Level; it will just return once you use the Bribes.







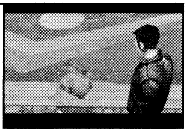
When you survive the three minutes, you will automatically pass the mission and earn $35,000 of Donald Love's money. You can now drive this Securicar (after repairing it in your hideout garage to make the long trip) to Portland and crack it open for money at Joey's Securicar-cracking team in Portland Harbor, or you can deliver it to the Import/Export garage also located at Portland Harbor.



LOVE'S DISAPPEARANCE

When you return to Donald Love for more work, you discover that he has disappeared. Head to the Pan-Lantic Construction site to see if you can find some answers from Asuka.

LOVE'S DISAPPEARANCE

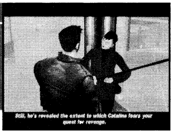


ASUKA KASEN

ASUKA KASEN 1: BAIT

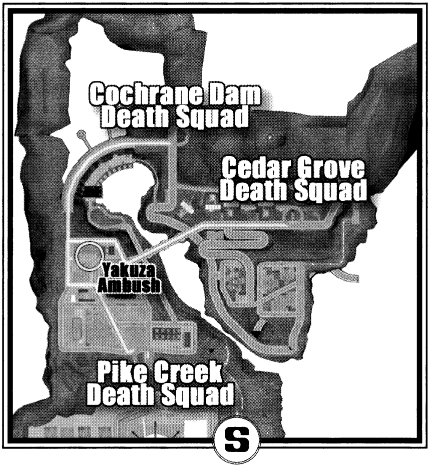
PAYOFF: $35,000

JOB DESCRIPTION: Act as bait for the death squads around Liberty City and get them to follow you to Pike Creek, where some Yakuza will be waiting for them.


Still, he's revealed the extent to which Catalina fears your quest for revenge.

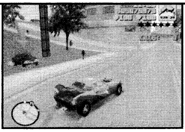
She has three death squads dotted around Liberty, whose sole job is to hunt you down.

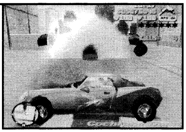
Take a car to Shoreside Vale, then head to Pike Creek. The three pink blips on the map show the locations of the death squads. The yellow blip represents your Yakuza allies. You must lead these squads into the lot, where the Yakuza gang will open fire on them (you may participate in the carnage to assure their demise). If you try to annihilate them anywhere else but here, you will fail the mission. If a few men escape the firing squad and take off on foot out of the lot, their blip on the radar will turn green and you will be allowed to run them down.



One last thing to remember before taunting them into chasing you and then burning out of the area: Make sure you don't get too far ahead of the pursuers, or you're liable to lose them. If you do, they may turn back and return to their original position.

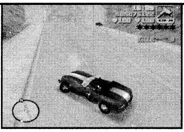
PIKE CREEK DEATH SQUAD

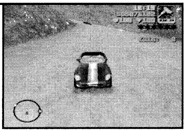


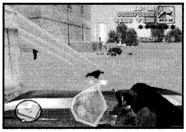


As you cross the bridge to Shoreside and work your way into Pike Creek from the airport area, you'll spot the Pike Creek Death Squad. They wait on the grass to your right, along the corner of Pike Creek and the road that leads to the airport. Burn rubber past them and follow the yellow blip on the radar to the Yakuza ambush site. Turn your car around so that you can shoot the enemy drive-by style to assist the Yakuza in the kill.

COCHRANE DAM DEATH SQUAD

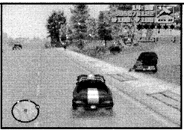


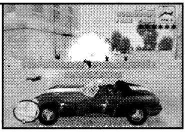




Head east across the upper Cochrane Dam road, then spin around when it turns to pavement. You'll see the death squad's car on the side of the road near the blocked off tunnel. Hit the gas and scream back to the west. Continue straight ahead when you reach the paved road near the ambush point, and fly into the Yakuza parking lot. Drive all the way to the back, then spin around so that the side of your car is facing the entrance. Use the drive-by shooting technique to help the Yakuza team destroy the death squad's car and anyone who exits the vehicle. When the dust settles, pick up their weapons and search for the next group.

CEDAR GROVE DEATH SQUAD



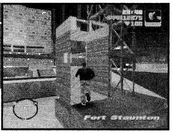


Drive to the house west of the Colombian Headquarters in Cedar Grove, and do a donut in the street. The death squad is in the driveway. Speed down the street and repeat the same procedure you used with the others. If your mission does not end after the fourth car is demolished, look on the radar for green blips. If you see any survivors running around, hunt them down and kill them.

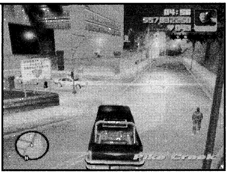
ASUKA KASEN 2: ESPRESSO-2-GO

PAYOFF: $40,000

JOB DESCRIPTION: Smash all nine Kappa Coffee Houses, the Cartel's front company for selling SPANK.



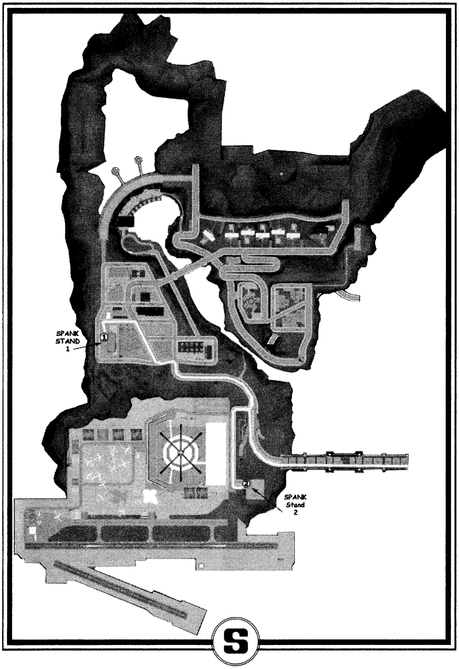
We have no choice but to put these drug stands out of operation.

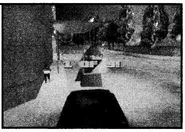


You need a swift and heavy vehicle for this mission. Head to the Fort Staunton area to jack a Cartel Cruiser, then visit Asuka in the Mask Towers. After learning the details, jump into the Cruiser and head straight to Shoreside Vale's hospital.

Once you hit the first SPANK stand, the timer begins—similar to the 4x4 missions. Although you need not hit them in any particular order, we've charted out the most sensible course of action.

SPANK STAND #1 (SHORESIDE VALE)

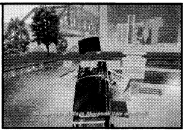




Rev up your engine in the parking lot of the Shoreside Vale hospital, then get up some speed, slam into the SPANK Stand, and high-tail it out of there. The Colombian inside may live through your attack, and you don't need any extra damage from his bullets. Follow the route on the map provided here to get to the airport.

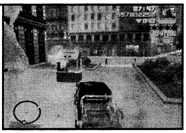
SPANK STAND #2 (SHORESIDE VALE)

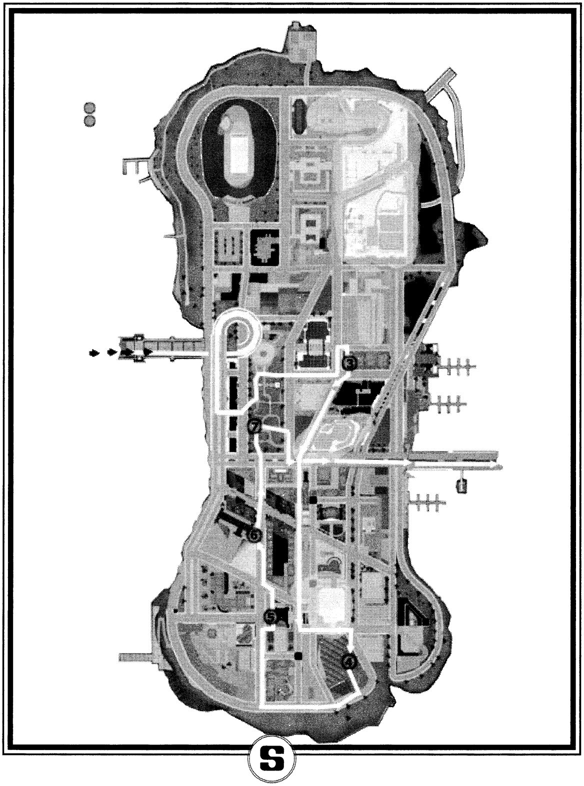
Head to the end of the road that runs in front of airport. Then face the stairs that lead up to the fountain and the subway. Wait for traffic to clear. Then bolt up the stairs at an angle, heading straight for the SPANK stand. Crush it, and then hurry over to the Bridge to Staunton Island.



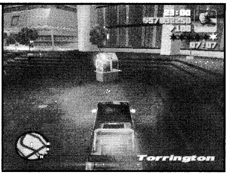
SPANK STAND #3 (STAUNTON ISLAND)

Follow the route we've mapped out from the Bridge to the third SPANK Stand near the car park in Newport. Smash it and head south.



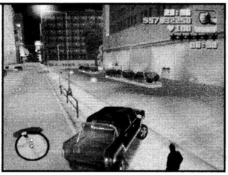


SPANK STAND #4 (STAUNTON ISLAND)



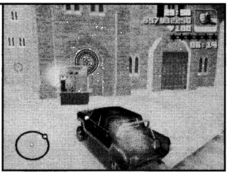
Head south from Newport to Torrington and find the SPANK Stand in the Jefferson Street Credit Union Bank's commons area. Smash it and head south, then west along the southernmost road on the Island. Follow this road, and then take the third right and head north to Bedford Point.

SPANK STAND #5 (STAUNTON ISLAND)



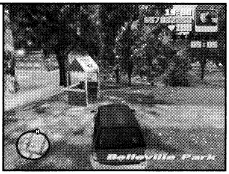
In Bedford Point, you will find the fifth SPANK Stand in front of a building blocked by flowerbeds. Drive into the walkway near the building and smack the stand from the side. Move on out of here and head north along the same road.

SPANK STAND #6 (STAUNTON ISLAND)



The sixth SPANK Stand (fourth in Staunton) is in front of the Cathedral of all places! Run directly into the front of it. By now, your vehicle may need to be replaced. Look for something equally heavy and swift—minivans will work.

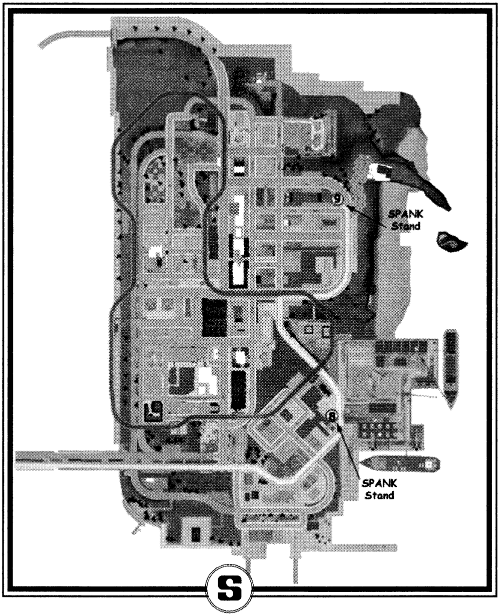
SPANK STAND #7 (STAUNTON ISLAND)



From the Cathedral, go due north, cross the next major road, and enter the park through the opening dead ahead. This will almost put you on a perfect trajectory for the last stand in Staunton—up on a hill in the park. Get all the speed you can possibly muster on the slick grass and dirt covering the park, smash the stand, and head out of town to Portland via the Callahan Bridge.

SPANK STAND #8 (PORTLAND)

When you arrive in Portland from the bridge, the Portland Harbor is a straight shot (no intersection turns). The eighth SPANK Stand is just across the street from the Portland Docks. Run it down and continue in the same direction on this road.



SPANK STAND #9 (PORTLAND)

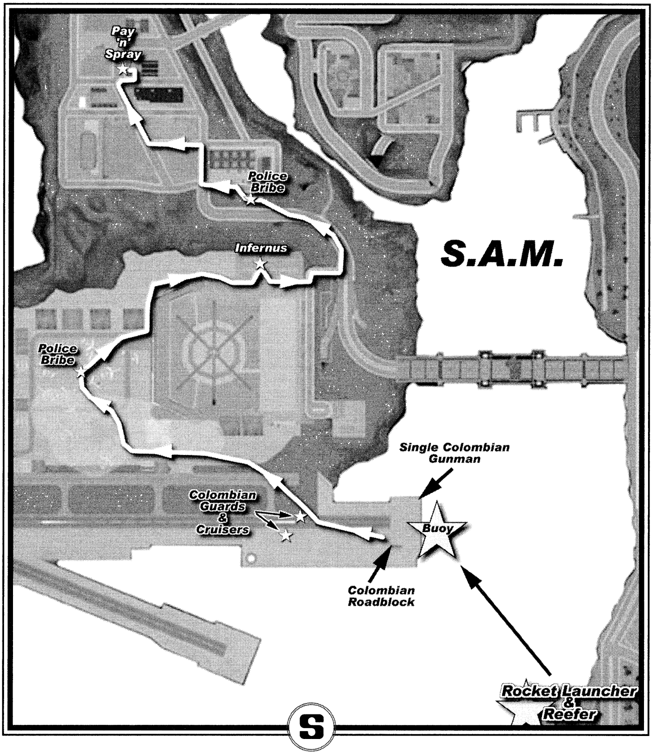
Head to St. Mark's by making a right turn as you approach the El Train rails above the road. The final SPANK Stand is on the beach across the street from the late Salvatore's mansion, just around the corner of a building. Pick up speed and cut sharply to the left as you head around the building's corner and... SMACK! That's it for the SPANK! Expect 40,000 big ones. SPANK you very much!

ASUKA KASEN 3: S.A.M.

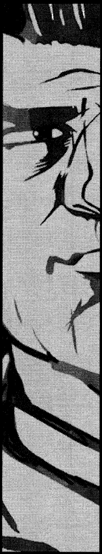
PAYOFF: $45,000

JOB DESCRIPTION: Take a boat out to the runway light buoys and shoot down a plane full of Catalina's poison during i approach to Francis International Airport. Then collect the cargo from the debris and stash it.

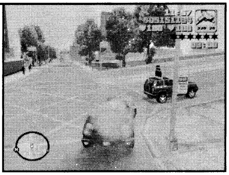
You can avoid airport security by getting a boat out to the runway-light buoys


Pay 'n' Spray
Police Bribe
Infernus
S.A.M.
Police Bribe
Single Colombian Gunman
Colombian Guards & Cruisers
Buoy
Colombian Roadblock
Rocket Launcher & Reefer
S

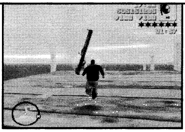
ASUKA KASEN 3: S.A.M.

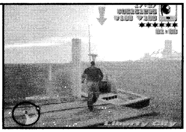


As soon as you return to the base of the Mask Towers, you'll be given three-and-a-half minutes to find a boat and make it to the buoys near the runway. If you miss the boat, you'll miss the arrival of the plane and fail the mission.

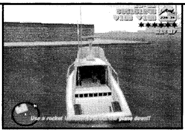


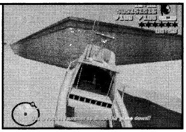
Head toward the red blip on the radar. This will lead you to a pier on the west coast of Staunton Island, where you'll find your boat (Reefer) with the blue arrow over it. Take the Rocket Launcher from the pier and enter the boat.



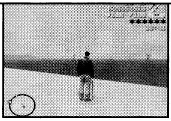


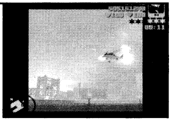
Take the Reefer toward the blue blip on the map. As long as you make it to or past the buoy in the allotted time, the mission will continue. If you have time, run the boat up the boat ramp near the runway and exit the boat. Select the Rocket Launcher and aim at the skyline to the east.

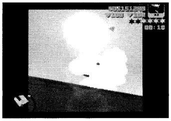




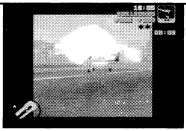
Fire at the light aircraft as it passes overhead. Wait to shoot until you see the whites of their eyes! Conserve what little ammo you have and make the first shot count. If you didn't have a Rocket Launcher before you picked up the one from the pier, then you have only five shells. You may have time to fire only two shots from the time the plane becomes visible to when it disappears over the ledge of the runway.

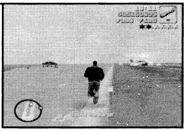




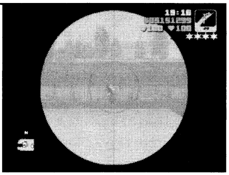


The only other option to get more time to fire at the plane is if you clear the Colombian threat on the runway and then shoot the plane from the runway, but this takes time to set up that you might not be able to spare.



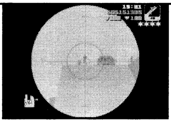


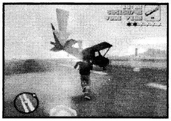
After annihilating the plane, you'll receive a Wanted Level of 4. The plane scattered parcels onto the runway and to begin collecting those smoldering packages, you must deal with the Colombian guards. You need to collect all eight packages to complete the mission. So, you'll have to get through the Colombians to get to the packages. Snipe shoot the Colombian on the runway's lower edge that overlooks the water if you have to get packages that fell on the lower platform near him. Otherwise, leave him alone—he won't bother you if he doesn't see you.



Because you're so far away from civilization, the first law enforcement to reach you will be a helicopter. Keep moving to avoid the chopper's cannons. If you have any extra rockets left in the launcher, you can use them to take out the whirlybird, but you'll suffer the consequences of a Wanted Level 5! It's best to avoid the helicopter and keep your Wanted Level down to 4.

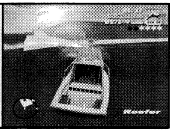
Head a short distance up the slope that leads to the Colombians' roadblock and the runway beyond them. Select the Sniper Rifle and take out all three Colombians standing around the Cruiser. Stay mobile to avoid getting plugged by the helicopter, collect all the packages while you're on foot, and then enter the Cartel Cruiser near the ramp.



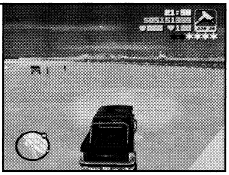


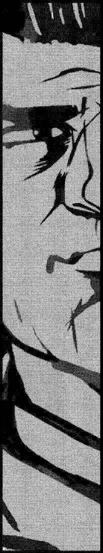
DON'T GO BOATING!

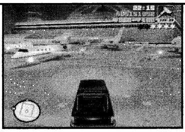
It's a bad idea to try to take a boat back to Staunton to deliver the goods. With the distance you must travel to Staunton's shores, the marauding helicopter will easily blow you out of the water, thus ending the mission.

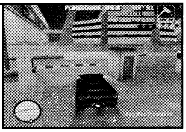


Drive west toward the airplane hangars, and drive to the right of two more groups of Colombians just before the parked airplanes. Now you will begin to see the police out to bust you.

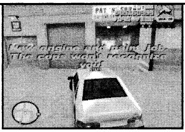


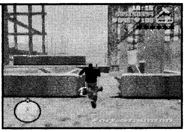






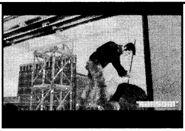
Locate the Police Bribe, which is in the middle of all the parked airplanes. This will bring the Wanted Level down to 3. Leave the airport and pick up the Infernus from the airport parking lot if your Cruiser is taking a beating, and if you have time to switch without getting busted.

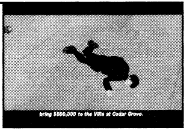




Now race to the Pay 'N' Spray in Shoreside. If you know the location of the Police Bribe that's in the grass just outside the airport near Pike Creek, run through it to take the Wanted Level down to 2, thus escaping the helicopter. Enter the Pay 'N' Spray to shake the rest of the cops, and then head back to Staunton to see Asuka at the construction site.

ASUKA KASEN 4: RANSOM



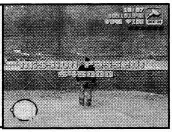


bring $500,000 to the Villa at Cedar Grove.

When you return to the tower to deliver the goods, you discover a grim reality. Asuka's dead! Miguel has a note on his lifeless body; it reads, "I've got your precious Maria. If you don't want her face to look like she fell out with the butcher, bring $500,000 to the Villa at Cedar Grove."

$500,000 RANSOM

You must have $500,000 to make an "Exchange" for Maria's life. As you exit Mask Towers, you'll be awarded the $45,000 earned for completing S.A.M.



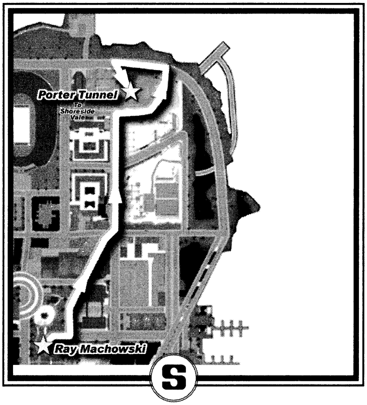
RAY MACHOWSKI

RAY MACHOWSKI 1: MARKED MAN

PAYOFF: $20,000 and a Bulletproof Patriot

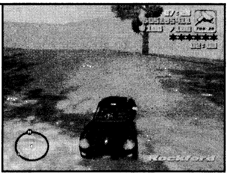
JOB DESCRIPTION: Take Ray to the airport in time to make his flight and escape the pursuing CIA!

Get me to my flight at the airport and I'll make it worth your while!

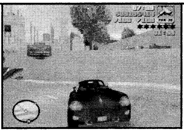

Porter Tunnel
To Shoreside Vale
Ray Machowski
S

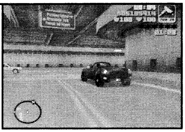
Take off with Ray in the fastest car you can find. You have three minutes to get him to the airport before his flight leaves. The CIA has the bridge under surveillance, so you must find another route across the bay.

The pink blip on the radar represents the drop off point in front of the Francis International Airport. The Callahan Bridge is closed to traffic, so the best route to take is north from the park to Rockford where you pick up the Staunton Island tunnel. Switch to first person view to better avoid the traffic.



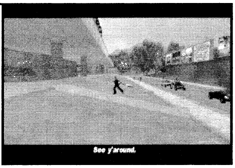
When you reach the 'T' in the tunnel, turn left, and then left again at the next airport sign. You'll see it just after the Shoreside Vale message appears in the bottom-right corner of the screen.



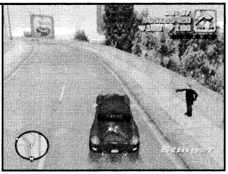


Emerge from the tunnel quickly to avoid the CIA agents patrolling above and around the bridge area. Hang a left at the intersection and stay on this road. Do not turn right toward the runway, because Ray must first check in.

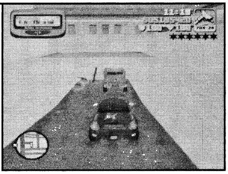
Pull into the blue marker and stop. Ray gets out, makes his plane on time, and hands you a nice present—the key to his lock-up.



The clock has now stopped and you're instructed to go to the lock-up. Follow the pink blip on the radar to gradient in Newport. As you cross the bridge heading into Staunton, you'll see that the CIA agents haven't given up and are still patrolling the area.

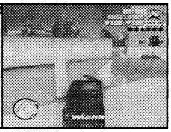


Pull up to the garage door, and it will now open for you. You receive a page from Ray as the door is lifting. He says, "Take care of my bulletproof Patriot. See you in Miami." Excellent! A bulletproof car will certainly come in handy. As you enter the lock-up, you'll also receive a Flame-thrower, a Rocket Launcher, a Sniper Rifle, and $20,000!



LOCK-OUT GOODIES

This garage is a one-time deal. The pick-ups will be created only once. Park the Patriot in your hideout garage in Shoreside Vale and save your game!



CATALINA

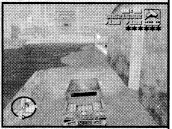
CATALINA 1: THE EXCHANGE

PAYOFF: $1,000,000

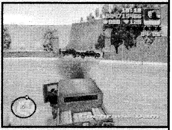
JOB DESCRIPTION: Follow the "C" (for Catalina) on the radar to the mansion at the end of the block in Cedar Grove. With $500,000 in cash, pull up into the drive, get out of your vehicle, and enter the blue marker at the gates of the Colombian mansion.

TIP FOR STRATEGY #1 AND ADVANCED STRATEGY

Before you enter the blue marker at the Colombian mansion, find a hooker near your garage in Wichita Gardens and pick her up. Take her to the park (4X4 Gripped location) and stop the car amongst some trees to start the rockin'. Or, park behind the row of billboards before the park. Having the extra 25 health points may be the difference between life and death in this mission.



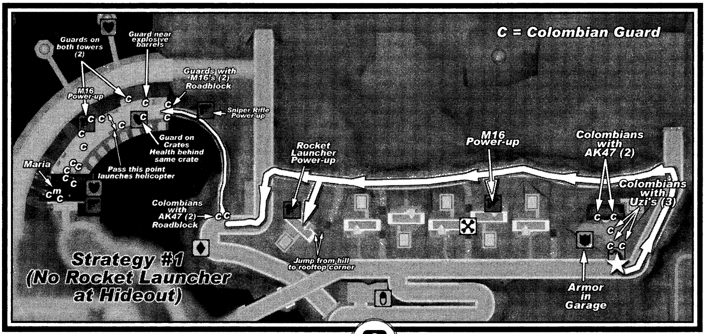
If you've unlocked the Bulletproof Patriot from completing Ray's mission, then you can use it in this mission. It will provide superb safety from attacks all the way into the dam, until the helicopter takes off and starts bombing you. The Patriot will not repel bombs! Using the Bulletproof Patriot is advisable for the first strategy and more so for the Advanced Strategy because you have some rough terrain to overcome.



HAVE YOU COLLECTED 100 HIDDEN PACKAGES?

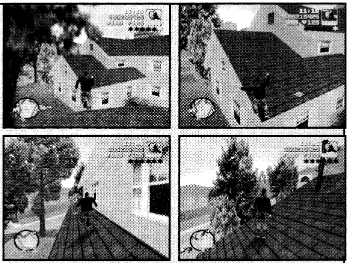
If you've collected all 100 Hidden Packages, you'll have a Rocket Launcher at your Wichita Gardens hideout with 20 Shells loaded. If you have this, skip "Strategy #1" and flip to the following "Advanced Strategy" for this mission.

STRATEGY #1 (NO ROCKET LAUNCHER AT HIDEOUT)



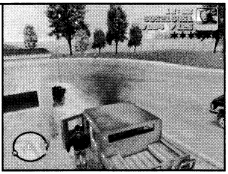
C = Colombian Guard
Guards on both towers (2)
Guard near explosive barrels
Guards with M16's (2) Roadblock
M16 Power-up
Sniper Rifle Power-up
Guard on Crates Health behind same crate
Pass this point launches helicopter
Maria
Colombians with AK47 (2) Roadblock
Rocket Launcher Power-up
Jump from hill to rooftop corner
M16 Power-up
Colombians with AK47 (2)
Colombians with Uzi's (3)
Armor in Garage
Strategy #1 (No Rocket Launcher at Hideout)

ROCKET LAUNCHER RETRIEVAL DRILL



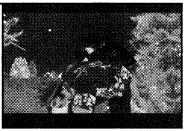
Before beginning "The Exchange," drive to the house with the Rocket Launcher power-up found on its rooftop. This is the westernmost fancy house in Cedar Grove, which is easily accessed from the northernmost road. Head behind the garage on foot and stand on the hill behind the garage next to the tree. Look at the pink house and the corner of the lower rooftop closest to you. Practice running and jumping from this hill to the corner of the rooftop until you can do it with ease. Once on the rooftop, head around to the south end of the house and walk to the west end, where the Rocket Launcher is located. There's no need to take it now—the Cartel will just take it from you when you begin the mission. This is a just a drill. When you do grab the Rocket Launcher within the mission, deselect it so you can run faster to your car parked near the garage.

Park your vehicle so that it faces the east road that runs around the north side of the Colombian mansion. Get out and enter the blue marker to begin "The Exchange." The two Colombian Cartel guards at the gatehouse will take the briefcase of money, strip you of all your weapons, and escort you into the compound. After handing over the ransom for Maria, Catalina double crosses you and orders her guards to kill you!



In the opening cinematic, Catalina takes the cash and walks away. As soon as her back is turned, you smash the guard in the face, and this is where you take over.

Throw over the cash.

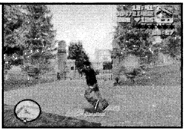


STRIPPED

When you entered the compound, the guards stripped you of all your weapons. In this strategy, it is necessary to kill as many guards as you can to strip them of their weapons so you can continue your hasty assault.

COMPOUND ESCAPE

As soon as you have control, run forward over the guard you just grounded and take his Handgun. This Handgun has 48 rounds.

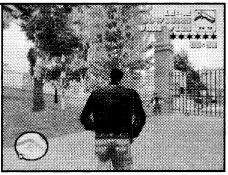


SEVEN MINUTES

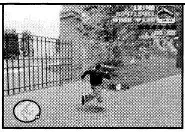
You have seven minutes to destroy Catalina's helicopter! That's seven minutes to collect weapons, find the helicopter, and then destroy it. Move fast!

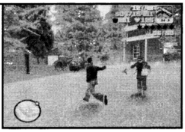
CATALINA 1: THE EXCHANGE

Keep running toward the gate you entered, then draw the Handgun and aim at the guard to the right of the gate. As soon as he goes down, switch targets. Shoot the Colombian standing by the left side of the gate.

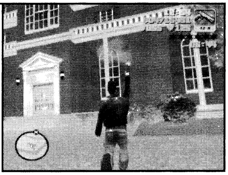


Keep moving to avoid the hail of bullets from behind you. Quickly take the guardsmen's Uzis, then whip around and face the mansion to target the next guard running toward you from the fountain area.

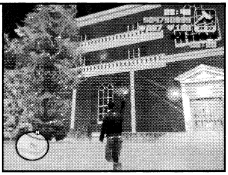




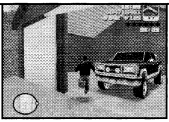
When he goes down, pick up his Uzi. Put away your weapon to run faster toward the mansion, then bust out your Uzi or Handgun to waste the Colombian on the mansion's upper-right balcony. Be frugal with your ammo—it's invaluable.

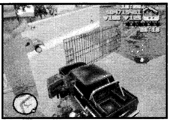


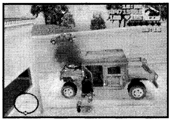
Sprint toward the fallen soldier to escape the line of fire from the last gunman on the left balcony. Pick up the downed gunman's AK-47, then run out toward the dry fountain with AK-47 drawn, and turn to shoot the last Colombian on the balcony. Sometimes he won't fall to the ground, but his weapon will. Another AK-47! Great, you'll need that.



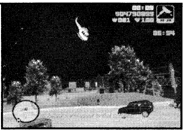
Take the Body Armor power-up from the garage, and drive the Cartel Cruiser to the gate. When the gate opens, jump out of the Cruiser and exit the compound. Enter the vehicle you drove up in. If the Cartel Cruiser that was in the garage is better than the car you drove up in, then use the Cruiser.







Dam Fast



As soon as you're on the street, Catalina's chopper will fly westward. The red blip on the map tracks her movement. *DO NOT* head west down this street; it'll take too long to reach the dam.

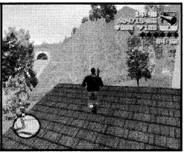
Instead, head east around the bend and up the hill. Turn left at the next road and tear down the street at full speed, avoiding traffic the best you can. You should have about five-and-a-half minutes remaining at this point. Turn left at the end of this road and follow the curve around to the right.

M-16

As you drive away on the road behind the Colombian mansion, grab the M-16 (60 rounds of ammo) on the doorstep of the fancy pink house two doors down. Make sure to drive all the way down to the house to make better time and to ensure that your car doesn't disappear by parking it on the street.

Rocket Launcher

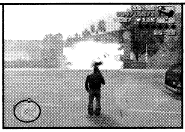
If you have the time, there's a Rocket Launcher with three shells on the roof of the last fancy house at the west end on this block. Use the mound on the east side of the house to run and jump up there (see "Rocket Launcher Retrieval Drill" tip).

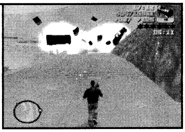


Dam Infiltration

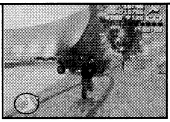
Stop on the right after you round the bend, then get out of the car, select the Uzi (if you're out of ammo, use the AK-47), and blast the Colombians standing on the sides of the dual Cartel Cruiser roadblock. When they go down, pick up their AK-47s and enter one of the Cartel Cruisers, or return to yours if it means more to you.

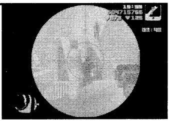
If you stopped to pick up the Rocket Launcher from the roof, it's worth spending two shells on the two Colombian roadblocks. If you question your ability to take the helicopter out with one or two shells, then save your ammo. Burn rubber down the road to the dam. You should now have roughly four minutes remaining on the clock.

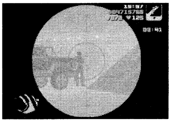




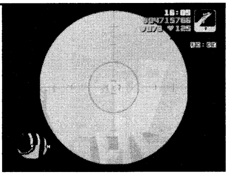
There's a Sniper Rifle near the base of the cliff before you reach the second blockade. Jump out of the car and use the five rounds to snipe the two guards standing at the second Cruiser roadblock. Move in a little closer and snipe the Colombian on the crates behind the roadblock. Also get the Colombian on the second dam tower; he's above the Colombian on the crate. Move to the dead Colombians at the roadblock and pick up their M-16s before the power-ups disappear.



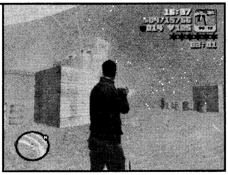


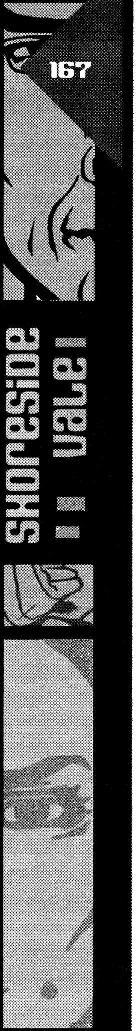


Snipe shoot the Colombian on the first dam tower with your last sniper bullet.

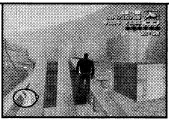


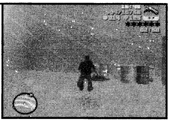
Move beyond the roadblock and shoot the Colombian to the right. He's near the explosive barrels behind the first set of shipping crates to your right. Shoot the explosive barrels with the M-16 if it's easier for you to hit those. The explosion will splatter him.

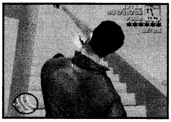




Quickly put the gun away and run up the ramp. Then take the weapon from the guy on the crates if it's still there. Take the AK-47 from the dead guy by the explosive barrels. If you didn't get the guy on the first dam tower yet, he'll be firing at you now. Use the M-16 on him, or run up the stairs with the AK-47 to finish him off. Take his M-16.



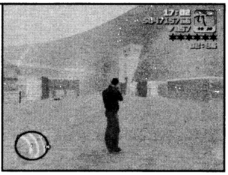




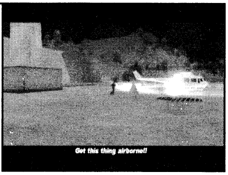
HEALTH POWER-UP

Luckily, you are now very close to a Health power-up. If your Body Armor is still intact, then the power-up will do you no good. It's located behind the first set of crates behind the second roadblock.

Look for the Colombian on the ground in front of the blue crates on the left side of the dam. If you didn't shoot him already, he's your next target. Look to the right of this fallen Colombian, and you'll see another perched up on some crates below the second tower. Use the AK-47 with its incredible range before he plugs you full of holes.



As you run toward the two Colombians you just shot near the crates before the second tower, a cinematic will ensue. This happens just as you pass the blue container on your right.



CATALINA'S AIRBORNE!

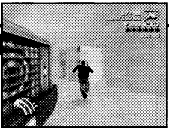
As you approach the second building, a quick cinematic shows the chopper taking off. You must move even faster now. You should have at least two minutes remaining to destroy the chopper.

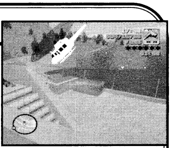
CATALINA 1: THE EXCHANGE

★★★★★★

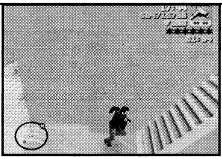
Beware of Big Guns!

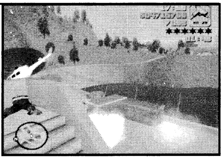
When the helicopter takes flight, watch out! It has bombing capabilities, the likes of which you have not seen before! As soon as the chopper takes off, a Barracks OL also starts to move.



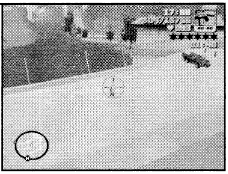


As soon as the cinematic ends, ascend the second tower's stairs to avoid being flattened by the Barracks OL truck. On Catalina's first flyby in the helicopter, she often hits the Barracks OL with her bombs, taking care of it for you. However, it's not always a destructive hit. You can do a lot of harm from your vantage-point on the second tower balcony. Pick up the M-16 power-up.

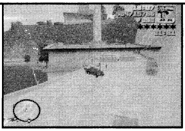


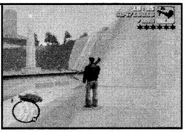


When the helicopter sounds distant, shoot over the wall of the structure to dispose of all the Colombians within your range.

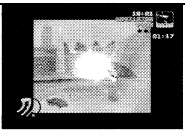


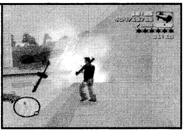
You should be able to take out the guy at the bottom of the stairs near the crates, a guy near the Colombian walking around the middle of the dam road, and a couple Colombians standing side-by-side behind the distant Flatbed truck. Others further away around the helipad platform will be out of range.





If you have the Rocket Launcher, you can end the countdown at any time. We liked waiting until the helicopter's second flyby to allow it to destroy the berserk Barracks OL. Remain on the second tower, and the helicopter will come real close, making it almost impossible to miss. Shoot it, and the clock will stop, allowing you to accomplish the rest of the mission at your own speed.

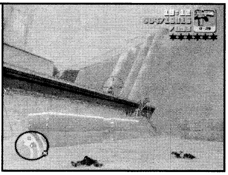




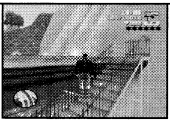
easy way

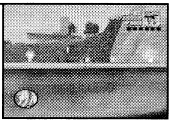
Having the Rocket Launcher before you reach the dam is the easy way to accomplish this mission. If you didn't have it now, you'd have to keep fighting your way through the Colombians to the south side of the helipad platform. There you will find the Rocket Launcher (a mission-specific power-up) that is used to take out Catalina's helicopter. All this in seven minutes!

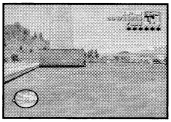
Stand next to the parked Barrack OL to the west, near the helipad platform. From this position, take out one Colombian between the crates alongside of the helipad platform, and another on the top edge of the helipad just above him.



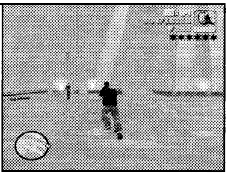
Ascend the stairs and stop just as your head is above the platform. Select the M-16 and shoot the two Colombians that flank Maria in the distance (she has the blue arrow over her head). Be careful not to hit Maria; if you do, it will end the mission. Look to your left and shoot the Colombian standing behind the pillar. You may have to walk up to the top of the helipad to get the right angle on this guy.



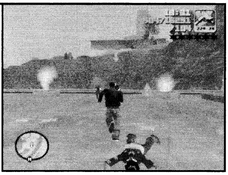




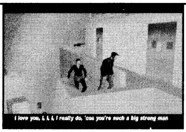
Run up to Maria to complete the mission.

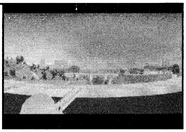


If you have ample health, you can also trigger the cinematic by running to Maria through the remaining Colombians' gunfire as soon as you climb up to the helipad. That is, if you've already destroyed the helicopter. If you still have to destroy the helicopter, then take out the guards, run to the Rocket Launcher power-up, and take aim for its next flyby. You have three rounds in this Rocket Launcher, more than enough to finish the job.



When you down the chopper and Catalina is no more, that's it, you just beat the game! Enjoy the ending and return to Liberty City to keep the madness from ending!

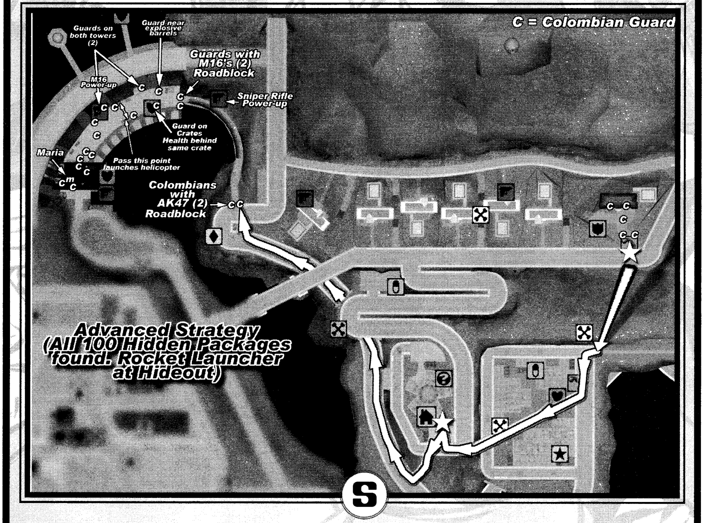

I love you, I, I, I, I really do, 'cos you're such a big strong man



ADVANCED STRATEGY

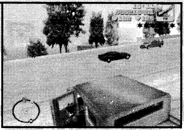
★★★★★★

This strategy is for you only if you've collected all 100 Hidden Packages and have the Rocket Launcher at your hideout!

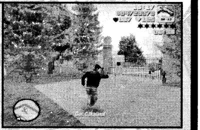

C = Colombian Guard
Guards on both towers (2)
Guard near explosive barrels
Guards with M16's (2) Roadblock
M16 Power-up
Sniper Rifle Power-up
Guard on Crates Health behind same crate
Maria
m
Pass this point launches helicopter
Colombians with AK47 (2) Roadblock
C
Advanced Strategy (All 100 Hidden Packages found. Rocket Launcher at Hideout)
S

ADVANCED STRATEGY (continues)

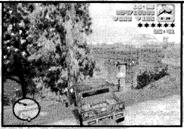
Park a Patriot outside the Colombian mansion's gates so that the front faces south toward the cliffside across the street. Begin the mission by entering the blue marker.

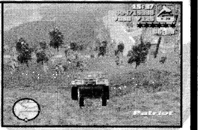


As you break free of the compound, keep in mind that you don't need Body Armor or weapons; you just need to get out of there as quickly as possible. So, grab the Handgun from the guy you knocked down in the cinematic and rush the guards at the gate. Shoot them and wait for the gate to open. Squeeze out of the gate as it opens and enter your Patriot.

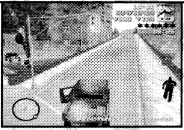


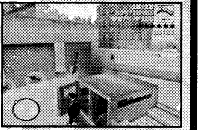
Slowly drive the Patriot over the cliffside to the south, as close to the beginning of the guardrail as you can. This will help avoid a water hazard if things go bad on the way down. If you've played the 4x4 challenges, then you should be able to maintain a semblance of control as you descend the hillside. The entrance to picnic areas in Wichita Gardens is at the bottom of the cliff.



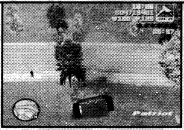


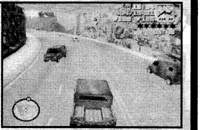
Drive out of the park and up the slopped roadway near the D-Ice phone booth. Enter your hideout parking lot and run through all your weapon power-ups, including the Body Armor.

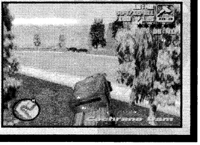


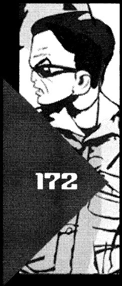


Exit your lot and drive straight over the south cliff across the street. This will put you on the road that leads to the Porter tunnel. Turn right when you land on the road and take this all the way to the first Colombian roadblock at the dam.

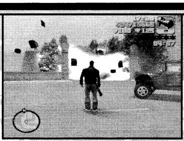


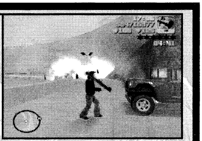




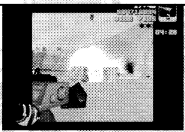


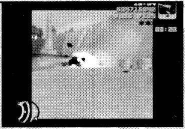
There are 20 shells in the Rocket Launcher—you have more shells than targets, so just go nuts! Shoot the two roadblocks to take out the obstruction and the guards around them.

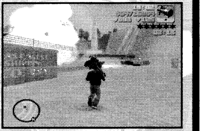




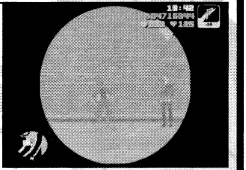
Shoot the explosive barrels to take out guards, and take out the Barracks OL as soon as it starts to move. You can shoot the helicopter as soon as it makes its first flyby. Shoot the helipad platform below the Colombian standing on its edge to send him flying in a million pieces.







The only thing you need to be careful with is not to fire shells to take out the two guards flanking Maria. Snipe them from the stairs and run to Maria to end the mission.



With this strategy, you can be rid of the helicopter with three minutes (or a little more) remaining on the clock! So, if you're having difficulty controlling the Patriot over the cliffside as you leave the Colombian mansion, you could go the long way. Take the long, winding road down to your hideout, and then take the shortcut over the hillside near your hideout to the dam.

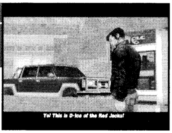
SHORESIDE VALE EXTRA MISSIONS

D-ICE

D-ICE 1: UZI MONEY

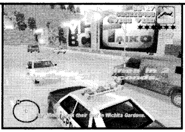
PAYOFF: $10,000

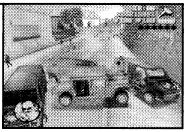
JOB DESCRIPTION: Show the Nines how a real drive-by works. Ice 20 Purple Nines in 2 minutes 30 seconds.



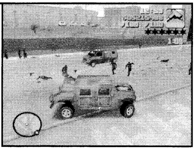
As you enter your vehicle, an Uzi with unlimited ammo is selected for you. If you exit the vehicle, you do not fail the mission, but only drive-by kills will count toward the 20 Nines that you have to waste. Also, the Uzi will be the only selectable weapon when you exit the vehicle, so you can't use the Rocket Launcher on those Hoods Rumpo XLs that are trying to foil your mission. The first shot you fire at any of the Nines (purple jackets) or any accidental shots at the Red Jacks (red jackets) will trigger the Hoods Rumpo in the area to go berserk and ramp you repeatedly.

You must murder 20 Nines in two-and-a-half minutes. Jump into a car and drive around Wichita Gardens looking for purple jackets.

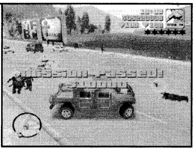




You can keep driving around the same block, and plenty of Nines will continue to appear on the sidewalks. Remember not to run over them; only shooting them with the Uzi from the car will count. Use forward and reverse to aim as you look side to side with the Uzi. Watch out for the cops in the area; you don't need to get them involved. If you see any cops, drive around the block so they don't witness your crime. If you can miraculously avoid having the cops and the gangsters in the Hoods Rumpo vans see you waste anyone, then you'll have it made. But this is extremely difficult to do in the allotted time.

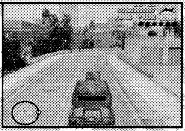


The Nines will not be passive about their diminishing numbers and will aggressively return fire. Keep in mind that you won't fail the mission if you switch vehicles after yours takes too much damage. Just keep moving! After icing 20 Nines, you will take home $10,000.

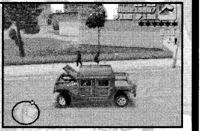


ADVANCED STRATEGY

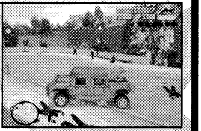
If you have the Bulletproof Patriot earned from completing "Marked Man," the last Ray Machowski mission, then you've got it made. This mission is much easier with a bulletproof vehicle because most of your damage results from the gang's Uzi fire. The Rumpo XLs also cause big damage. However, there's a place you can go where they won't bother you.



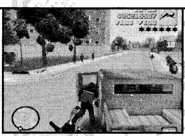
Park a couple of cars in your hideout garage, just in case you don't have the Bulletproof Patriot and you need to quickly find a new vehicle after yours gets shot up. You're going to do your killing spree close to your safehouse. Why, you ask? Because there's a dead-end road behind your garage full of Nines and Jacks, but there's no traffic. This means no Hoods Rumpo XLs or cops!

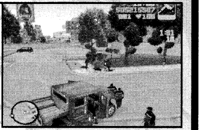


As soon as you get off the phone with D-Ice, head up the sloped road, go straight through the intersection near your hideout, and head to the road that runs behind your garage. Start blasting purples and reds because there's no avoiding that brawl.



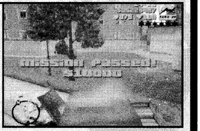
If they throw you out of the vehicle, run around to the other side and enter through the passenger door. It's much easier to get back into the vehicle this way than when the hoodlums are at the driver's door.





Drive all the way to the end of the road where D-Ice's apartment and parking lot is located (you'll discover this in "Rigged to Blow"). This is also just above the Porter Tunnel. Turn around and head back and forth along this stretch of road, and you'll easily find all the Nines you need to slaughter.

If you have the Bulletproof Patriot, it would be wise to use it in this mission. In fact, it serves you better here than in any of the remaining missions. However, you may not want to lose it in this mission if it gets battered and destroyed. Make sure to save just before you take this mission, just in case you accidentally lose the Patriot.



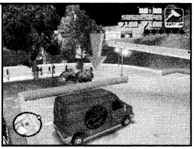
D-ICE 2: TOYMINATOR

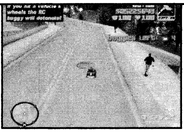
PAYOFF: $10,000

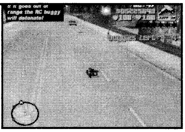
JOB DESCRIPTION: Find the RC Toyz van and wreck every one of the Nines' armored cars.

Follow the red blip on the radar to D-Ice's apartments behind your hideout in Wichita Gardens. The blue Toyz van is in a parking lot near a row of garages.

If you've already found some of the RC Toyz vans throughout Liberty City, then you'll be ready for this mission—it's almost the same drill. The only difference is that you have a limited number of RC cars this time.



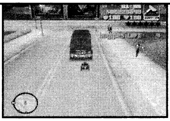


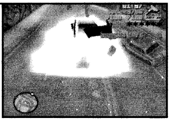


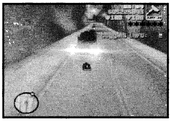
Drive the RC car as you would any other vehicle. Detonate it under an Armored Car, or run the RC car into the tires. If you drive the RC car out of range, it will explode. You have four RC cars to destroy three Armored Cars, so you can afford just one error.

The three red blips on the radar represent the three Armored Cars. When an RC car explodes, another is released from your van for another go at it. The Armored Cars are mobile, so you'll rarely find them in the same place each time you play, but they will always be in the same general vicinity.

You'll find one Securicar in the lower Wichita Gardens area. Another will be on the road below the Toyz Van, near the Porter Tunnel. The last and farthest Securicar is cruising in Cochrane Dam on the lower, more southerly road.







Destroy all three Armored Cars for $5,000.

D-ICE 3: RIGGED TO BLOW

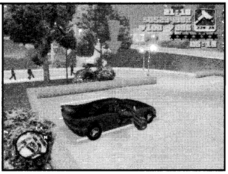
PAYOFF: $20,000
JOB DESCRIPTION: Take D-Ice's car to the garage in St. Mark's (Portland) to have the bomb in it dismantled.

Rigged to Blow
Some effs has wired my wheels to blow.

★★★★★★

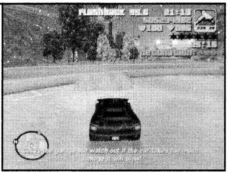
DRIVE CAREFULLY!

The clock is ticking and the wiring is hot! One pothole too many and you could be blown to pieces!

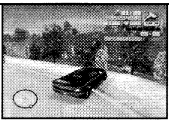


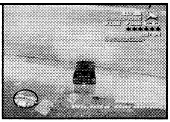
As soon as you get off the phone with D-Ice, the timer on the clock starts to tick down from six minutes. Quickly enter your vehicle and race toward the red blip on the radar. This will lead you to Wichita Gardens and an apartment building parking lot. You can't miss D-Ice's auto—it's an Infernus with a blue arrow hovering over it. It's parked in the same spot where the Toyz Van in the last mission was parked.

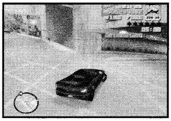
There's a Detonation Meter below your Wanted Level and the timer. As your car encounters jolts, bumps, or collisions, the Detonation Meter will grow. If it fills completely, your remains will be sent to the nearest hospital.



Follow the red blip on the radar to the garage in St. Mark's. The best route to take is through the tunnel, which is quite near. The quickest way to the tunnel is scary, but not harmful at all—if you do it correctly.

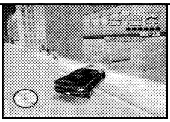


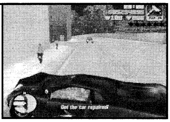


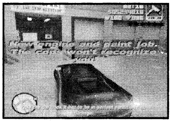


Exit the parking lot and follow the road south. Just past the west end of his apartment building (on your left) before the road turns to the east (left), you can drive down the embankment before the railings along the east curve. Turn the car so that it points directly toward the embankment (west) and then coast very slowly over it.

Once you make it to the road below, turn right (north). The tunnel is just down the road a bit on your right. Switch to first-person view to better navigate through traffic and read the signs. Continue straight through all the intersections in the tunnel to get to Harwood in Portland. Take a left into Saint Mark's and follow the blip to the small garage.







The garage is located kitty-corner across the street from Salvatore's driveway. It has a narrow door, so be careful pulling it in. Once it's in safely, the bomb will be defused and you'll be instructed to return the car to the same parking lot in Wichita Gardens. If you damaged the car, take it to the Pay 'N' Spray in Pike Creek, and then return to D-Ice along the same route to collect your $20,000. The doors automatically lock on D-Ice's car, so hoof it and steel someone else's wheels.

D-ICE 4: BULLION RUN

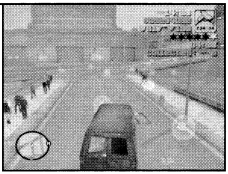
PAYOFF: $25,000

JOB DESCRIPTION: Get a car and snatch up 30 pieces of spilled platinum bullion from a crashed Federal Reserve flight at Francis International, then deliver it to D-Ice's garage within six minutes.

This platinum is mad heavy and it will slow your wheels down some.

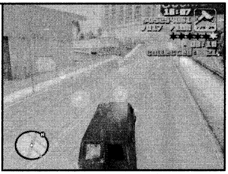
THE TELEPHONE IS RINGING

Answer the pay phone in Wichita Gardens to accept this job from D-Ice.



Follow the pink blip on the radar to Pike Creek. Glowing golden pickups are scattered all over the place! The more you pick up, the heavier your vehicle gets, so you must balance load with speed and make several drop-offs at the garage. The pink blip on the radar identifies the garage's location.

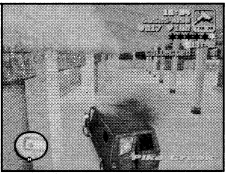
Pieces of platinum do not register on the counter until you drop them off at the garage. The key to this mission is having the right vehicle and plenty of patience. Heavier vehicles that are made for hauling are better than compact sports cars or sedans. Hoods Rumpo XLs are great for hauling heavy loads. The Colombian Cruisers are also useful in this mission.



HEAVY METAL

With the added load to your vehicle, low speed is not the only hazard in this mission. When you hit anything, the damage inflicted will be twice as bad. Drive cautiously!

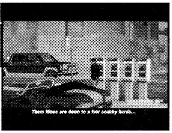
With a good truck, you can haul 21 Platinum pieces without too much of a slowdown. Making two shipments to the garage is usually the best strategy. Two deliveries, one large (slow) and one small (quick), works out very well. When you have a full load, follow the pink blip on the radar to the #2 garage, just east of the Turtle Head warehouse. Complete the mission to earn $25,000.



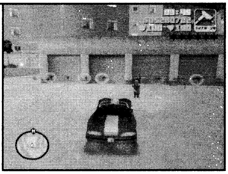
D-ICE 5: RUMBLE

PAYOFF: $10,000

JOB DESCRIPTION: Battle a gang of Nines with D-Ice's baby brother.

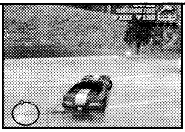

Them Nines are down to a few scabby herds...

Watch the green blip on the radar to find D-Ice's baby brother. He's waiting in front of the garages where your power-ups appear in Wichita Gardens.

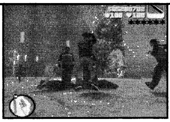


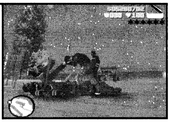
When you meet the Jack, he lays down the rules of the fight club, "bats only." No guns and no cars. D-Ice's brother will follow you and enter your vehicle.

Follow the green blips on the radar down the dirt road in Wichita Gardens to the Shoreside Vale picnic area. You'll see a gang of nine Nines. Start wailing on them with your bat and don't let up!



It's not a difficult fight if you're persistent—you may not even need the Jack's help. You'll take a beating, but the fight will be over before you know it. Keep beating the ones that are down until their blue arrows disappear. Most of the Nines will go down once and get up again unless you really let them have it while they're down. After the fight, D-Ice awards you with $10,000.





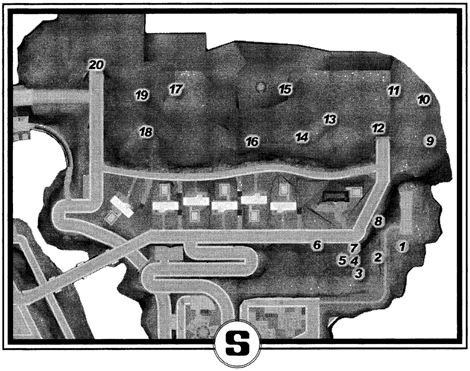
MISSION PASSED!
$10000

4X4

GRIPPED!

REWARD: $40,000

To begin "Gripped!," take a right at the blue ITE billboard and follow the path to the back of the park. The Patriot is waiting for you there. You have five minutes to collect 20 checkpoints, and you can collect them in any order. The timer begins after you pass through the first checkpoint. Fifteen seconds is added to the clock for each checkpoint. You can even attempt it again after you successfully complete it! Your best time is recorded on the Stats page.

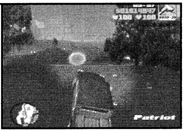


4X4: GRIPPED!

The checkpoints are numbered to correspond to the numbers on the map. You can choose a different route, but this path avoids backtracking.

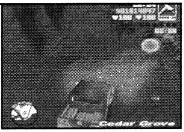
[1]

Head to the left with decent speed, but not too much. The checkpoint is somewhat obscured by a small mound; if you go too fast, you'll end up in the drink! After picking it up, head straight across the dirt path.



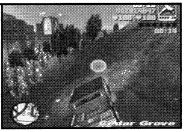
[2]

The second checkpoint is on top of some rocks, but you need to approach it from the left side to get it. If you try to go at it straight on, you'll get stuck. Immediately turn hard to the left and proceed up the hill.



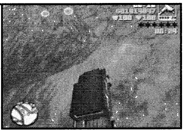
[3]

The next one is in plain sight, so build up some speed and head directly for it. Note, however, that you need to take a specific approach from this checkpoint to collect the next two further up the hill.



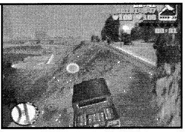
[4 AND 5]

The next two checkpoints are perhaps the trickiest of all to get, although they're located close together. From checkpoint #3, ascend the hill to the right of the two checkpoints. By going this way, you'll slowly slide into the other one. If you start to slide down the hill, let gravity do its job, but then hit the gas and look for the v-shaped portion of the hill. This area has the best traction on the hill.

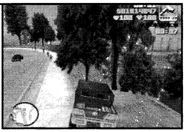


[6]

Once you reach the top, turn left. The next checkpoint is just a short distance away. As you near it, turn sharply to the right and hit the gas to get back onto the road. If you don't have enough speed, you'll get stuck.

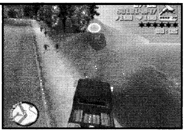


[7]



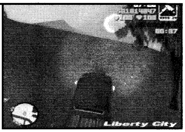
Turn right and stay on the road for a short distance. The next checkpoint is just off the road, but in a precarious spot. Proceed through the trees at a fairly slow pace —don't worry, they won't stop you. After picking up the checkpoint, hit reverse and get back onto the road. Be careful here. If you're going too fast when you approach the checkpoint, you'll slide off the hill.

[8]



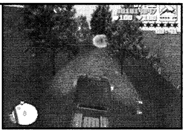
The next one is just off the road, perched on a ledge. Proceed at a decent speed and return to the road.

[9]



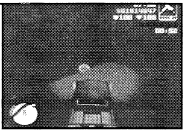
Continue up the road and turn right at the intersection of the Cochrane Dam. If you turn left, you'll go across the Cochrane Dam. Head up the grassy incline to get the next checkpoint, then turn left.

[10]



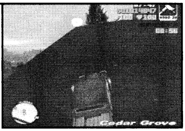
The next checkpoint is a straight shot (after turning left) from checkpoint #9. It's located in a group of trees.

[11]

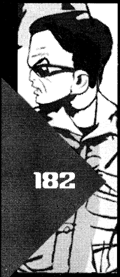


After checkpoint #10, turn to the left slightly. This one is partially hidden in a low part of the area. You can't miss it, though. Turn slightly to the left to proceed.

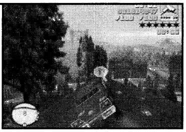
[12]



The path to this checkpoint is key. It's at the peak of a small hill, so you'll need lots of speed to reach the top. From the last checkpoint, head left and look for the hill in the distance. Try to approach it from the right to position yourself for the next checkpoint.

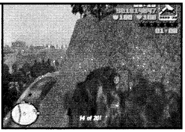


[13]



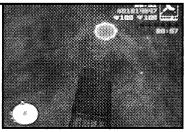
The key to reaching checkpoint #13 is your descent down the hill from checkpoint #12. As soon as you reach #12, turn to the left and *slowly* go down the hill. Too much speed, and you may topple over when you reach the bottom—use the brake as needed. This one is also located at the peak of a hill, so hit the gas and head straight up. Don't approach it with too much speed, because it's perched on a ledge. As you approach it, slow down and turn hard to the right.

[14]



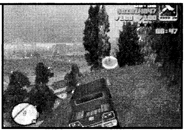
As previously noted, turn to the right but stay as close to the edge as possible. There are a few trees that will obscure your vision, but the checkpoint is located just behind them. You should use the brake as needed to avoid gaining too much speed as you descend the hill.

[15]



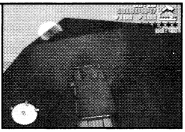
Turn to the right and head up the grassy area toward the hill. You'll need plenty of speed because this one is located at the top of a steep incline. As soon as you get it, let off the gas and slide down the incline. Then proceed to the left, over the small outcropping.

[16]



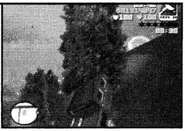
Turn left after the small outcropping and head down the grassy area. As you do so, you'll begin to see the street below. As you get near the edge, you should see the checkpoint to your right. It's best to not take this one head on. Instead, come at it from the side. That way, you can easily turn and line up for the next checkpoint. Just be cautious of the long drop!

[17]



This one is also atop a small grassy hill. From the last checkpoint, turn right and look for the hill in the distance—you can't miss it. Pick up lots of speed and go to it. Make sure you approach it from the right to line up for the next checkpoint. Also, use the brake as you come down the hill. If you don't, you'll slide out of control.

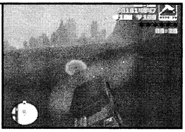
[18]



Head straight down the hill from the last checkpoint. The next one is also located near the ledge, but you need to come from behind to get it. When the grass turns to the rocky outcropping, turn right. The checkpoint is just behind some trees.

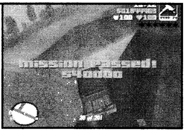
[19]

Go straight from checkpoint #18. This one is nice and easy, as it's located in the middle of the grassy area. Turn left after picking it up.



[20]

The last one is perched atop the tunnel at the base of the hill. From checkpoint #19, turn left and go down the hill. The checkpoint rests on the small slab of concrete above the tunnel.



RC TOYZ

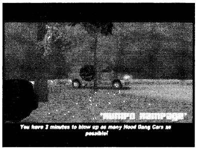
RC TOYZ: RUMPO RAMPAGE

PAYOFF: $1,000 FOR EACH HOODS VAN DESTROYED

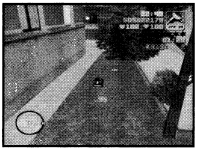
JOB DESCRIPTION: Destroy as many Hoods Gang Cars in two minutes as you can.

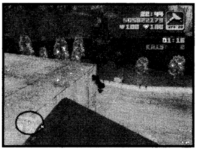
The RC Toyz van, Rumpo Rampage, is located behind your hideout apartment in Wichita Gardens, in a corner behind two billboards. Once you enter the van, you will be given two minutes to blow up as many Hoods Rumpo XLs as you can. The Hoods vans are dirty gray with orange lower panels and graffiti on the side panels.

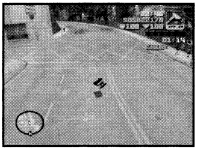
The hardship with this particular RC Toyz Challenge is its location. The street nearest to the parked Toyz van is a dead-end, and little to no traffic will be present when the challenge begins. The best thing to do is to take the RC car due west between the garage and the apartment building, and continue west across the street and over the hillside. The RC car will tumble a few times, but it rarely remains capsized. Hoods Rumpo XLs will heavily travel the road you are now on (just in front of the Porter Tunnel). Blow 'em up and keep returning to this location for more explosive results.

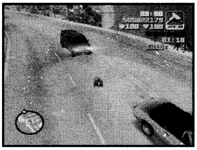


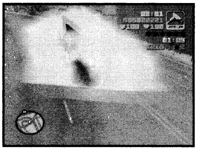
You have 2 minutes to blow up as many Hood Gang Cars as possible!

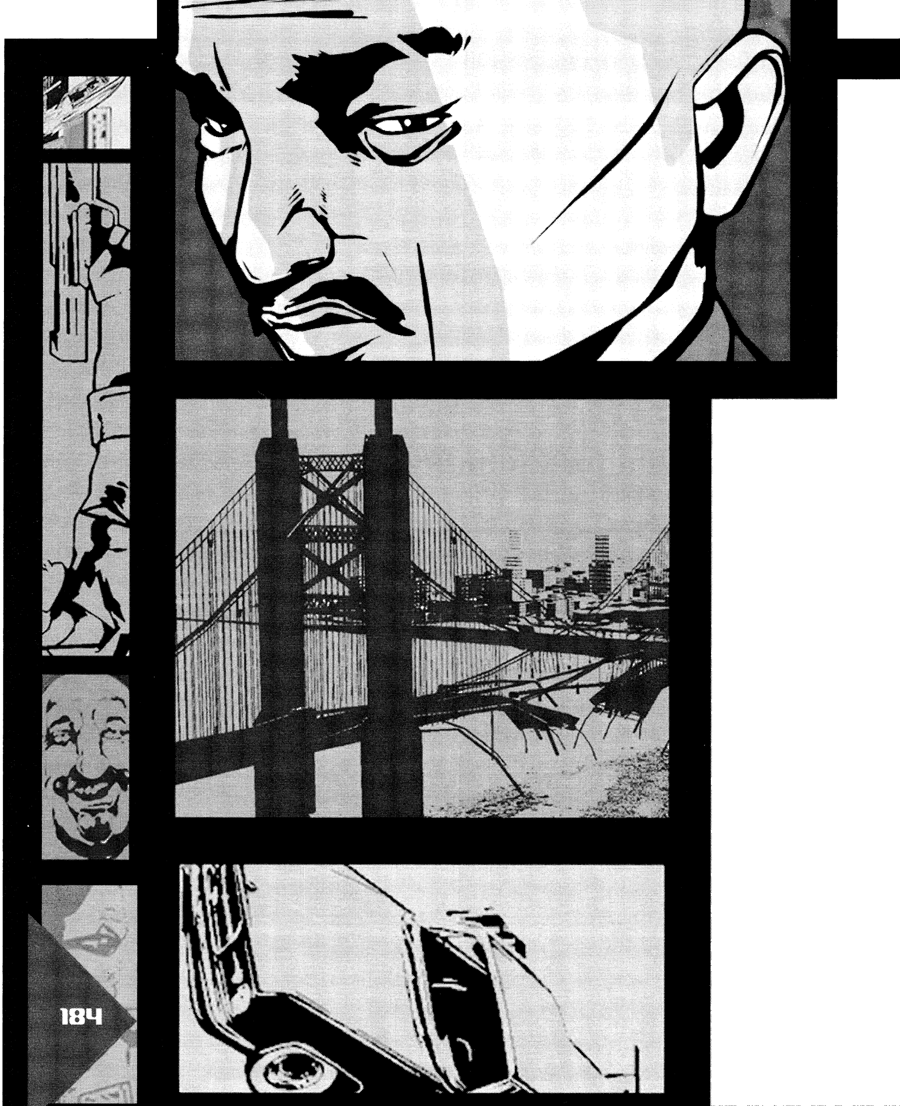


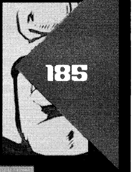








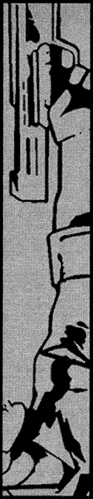




CHAPTER

5

SIDE MISSIONS



This section covers the side missions in Grand Theft Auto III. If you're looking to get the most out of the game, it's important to undertake these missions. Included in this section are the following:

- Rampage Challenges
- Unique Jumps
- Hidden Packages
- Taxi
- Fire Truck
- Ambulance
- Vigilante

It's important to take part in these side missions before accepting any missions in order to keep the gang violence down. It's much easier to do all this when every gang in town is not hunting you down.

Another benefit to doing all this before you complete the second or third mission is that by exploring Liberty City, you'll build up endurance that will enable you to run for longer periods of time. Exercise is key to endurance! Another cool thing about playing this way is that it really is more like paying your dues. You take all these odd jobs—stealing the jobs is a more accurate description—that don't pay that well and require a lot of time. So, when you start working for the crime lords, you make more money for less work! It seems more natural that way.

RAMPAGES

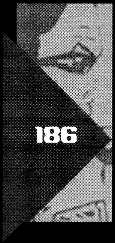
If you complete all 20 Rampage Challenges, you're rewarded $1,000,000 and 3% toward the completion of your game. The first Rampage you complete earns you $5,000. The money gained from completing additional Rampages is always $5,000 more than the previous.

COME PREPARED!

Make sure you have 100% Body Armor and 100% health before attempting any Rampage Challenge. These are very difficult tasks, and you'll need all the help you can get!

USE THE COLOR MAPS WITH THIS TEXT!

The following Rampage descriptions are lettered to match the Rampage maps in the color section of this guide (see page 226). For example, "Rampage A," the first Rampage described in the Portland section, corresponds to the Rampage icons marked with the letter A on the Portland map ☠. Icons with a number 2 next to the skull ☠2 refer to the alternate location of a Rampage if you fail on the first try.

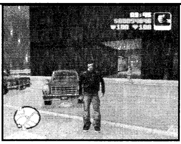


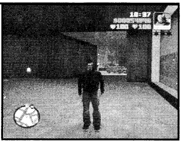
PORTLAND RAMPAGES

RAMPAGE A

OBJECTIVE: Destroy 13 vehicles in 120 seconds.
WEAPON: Rocket Launcher

1ST LOCATION: Chinatown & Trenton. Hidden behind a small wall in a building on the corner.

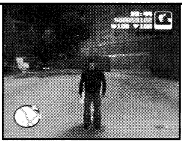


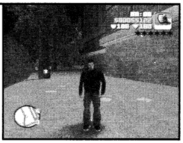


WHAT TO DO

Create a traffic jam by stealing cars and leaving them in the street. Take the first few shots from within the safe confines of the building. Take the Rampage icon and start shooting.

2ND LOCATION: Callahan Point. Hidden behind a wall down from Greasy Joe's Diner.





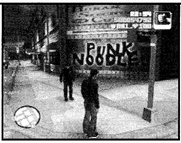
WHAT TO DO

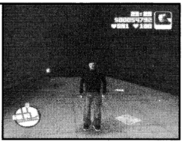
It's best to attempt this Rampage during the daytime when traffic is heavy. However, it is possible to complete at nighttime. First, park a vehicle in the road to create a traffic jam. Then head toward Greasy Joe's Diner, because there are always three cars in the parking lot. You should encounter moderate traffic along the way.

RAMPAGE B

OBJECTIVE: Kill 25 Triads in 120 seconds.
WEAPON: Uzi

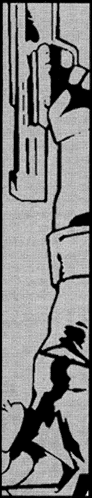
1ST LOCATION: Chinatown. In the back of an alley behind the building with the Punk Noodles sign; look for the boxes and a van near the entrance.



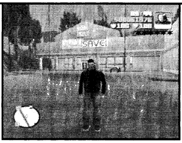


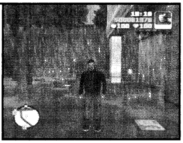
WHAT TO DO

Run out into the street and take out as many Triads as you see. If they thin out, head to the basketball court down the road. The largest groups of them congregate near the basketball court. It's best to keep on the move, randomly targeting Triads.



2ND LOCATION: Portland View. At the rear of the SupaSave.





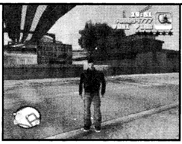
WHAT TO DO

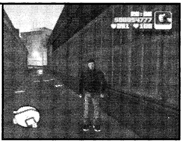
There are two options here. You can take a car and do some drive-by shootings, because the Uzi is the weapon of choice. Alternatively, you can take off on foot and target the various Triads. Most of the Triads gather around the hospital area. The benefit of using the drive-by method is that it requires fewer bullets to take down a gang member when you're in your car! You could also drive to the hospital and use the two Health power-ups if you lose your car in the battle. If you're on foot, keep running and targeting the Triads to stay out of the crossfire.

RAMPAGE C

OBJECTIVE: Kill 20 Triads in 120 seconds.
WEAPON: Shotgun

1ST LOCATION: Trenton. In an alley next to the Mean Street Taxi Company.

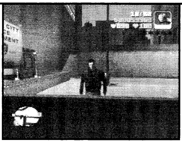


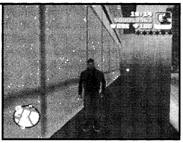


WHAT TO DO

Run out into the street and start mowing down Triads. Keep moving and watch your back. After picking up the Rampage icon, head back toward the entrance to the Mean Street Taxi Company, because there are more Triads roaming in this part of Trenton.

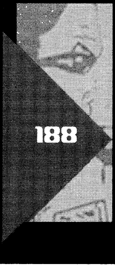
2ND LOCATION: Portland View. On the back side of the hospital. Ascend the stairs at the back of the Police Station, proceed up the grassy incline, and then follow the ledge to the end.

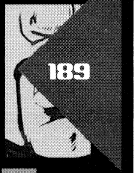




WHAT TO DO

Jump off the ledge and start shooting, but make sure you're at 100 Health and Body Armor. It's just too tough to hit all 20 Triads from the ledge. Go up and down the street to reach the quota.

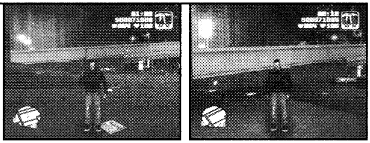




RAMPAGE D

OBJECTIVE: Murder 30 Diablos in 120 seconds.
WEAPON: M-16

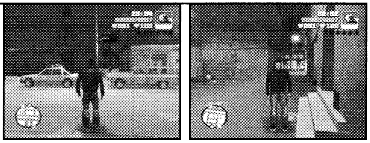
1ST LOCATION: Chinatown. Underneath the Callahan Bridge, hidden in a far corner.



WHAT TO DO

Stand near the corner where you found the Rampage icon on the small mound. Use the Targeting function to pick off the Diablos walking near the basketball court from a distance. If you stay in the corner, look for large groups of Diablos coming from the vacant lot next to the basketball court. Cut down the strolling gang members that walk on the sidewalk between these two points. If you stay far enough away from the Diablos, you'll rarely get attacked!

2ND LOCATION: Red Light District. In the alley, in a corner directly across from Meouch Sex Kitten Club.



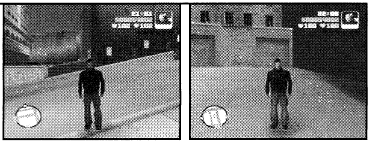
WHAT TO DO

Go out into the street and let a few Diablos have it. Then return to the stairwell to lure in more Diablos. You can then gun them down easily. If it gets too crazy, ascend the stairs to get them off your back.

RAMPAGE E

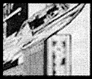
OBJECTIVE: Kill 20 Mafia in 120 seconds.
WEAPON: AK-47

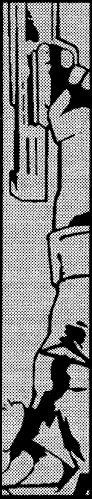
1ST LOCATION: Saint Mark's. Go up the street from Mama's Restaurant; it's in the vacant lot between two buildings.



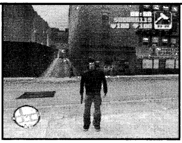
WHAT TO DO

If you don't have Body Armor, go around the back of the building and down the ramp to pick some up. The vast majority of the Mafia members congregate around the restaurant, so go down there first. To cut down on some crossfire, stand in the small parking lot in Mama's Restaurant, behind the half wall. Shoot the cars if Mafia members are around them—the explosions will take them out.





2ND LOCATION: Saint Mark's. About a half block south of Mama's Restaurant; head up the long alley.



WHAT TO DO

Go down toward the street. The Mafia members walk along the sidewalk in groups, so watch your back. After taking out a couple of them, quickly turn around to dispose of any Mafia members lurking behind you.

RAMPAGE F

OBJECTIVE: Destroy 10 vehicles in 120 seconds.
WEAPON: Grenades

1ST LOCATION: Trenton. On the El Train Tracks near Joey's Garage.

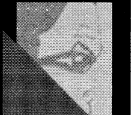
WHAT TO DO

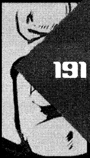
Remain on the tracks and drop the Grenades over the side. If time gets tight and you don't see any vehicles, jump down from the tracks and take out the ambulance or any other cars that appear below the tracks. It's best to wait until mid-afternoon or early evening to attempt this Rampage, because the traffic is heaviest at that time. Do *not* attempt this late at night or early in the morning because the traffic is very light. Also, the train comes through every hour and 10 or 15 minutes (game time). Keep a close eye on the clock to avoid being run over. It's a good idea to start immediately after the train runs through the area.

2ND LOCATION: Saint Mark's. On the El Train Tracks near the hospital.

WHAT TO DO

The first location is *much easier* than the second one, simply because there's more traffic. Use the same tactics here; stay on the tracks and throw Grenades at the vehicles below.



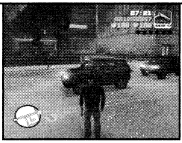


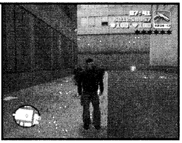
STAUNTON ISLAND RAMPAGES

RAMPAGE A

OBJECTIVE: Destroy 15 vehicles in 120 seconds.
WEAPON: M-16

1ST LOCATION: Liberty Campus. At the border of Liberty Campus and Aspartia, near the pay phone.

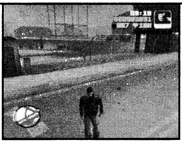


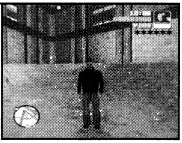


WHAT TO DO

Stand on top of the grassy concrete wall next to the intersection and start firing. From this location, the cops won't shoot at you and they can't hit you with their cars. The only damage you'll likely suffer will come from car explosions. Wait for a couple of cars to line up at a red light and let one of them have it. The resulting explosion will blow up the other vehicles.

2ND LOCATION: Fort Staunton. In the Construction Site area, at the corner with the small, red vertical girders.





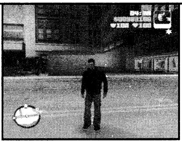
WHAT TO DO

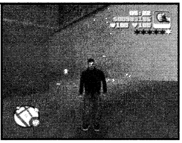
The Colombian Cartel roams this area, so watch yourself. Stand behind the construction yard fence and shoot at the traffic passing by.

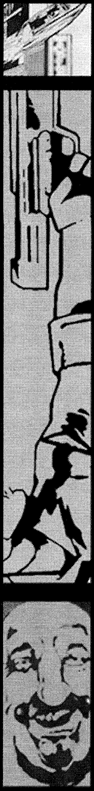
RAMPAGE B

OBJECTIVE: Explode 25 Yardies in 120 seconds.
WEAPON: Grenades

1ST LOCATION: Belleville Park. Head into the alley between the Fire Station and Uncle BJ's Deli.



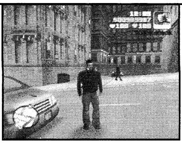


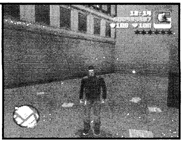


WHAT TO DO

Head across the street and into the parking lot next to the stadium. With this Rampage, it's imperative that your Health and Body Armor be maxed out. Start to throw your Grenades once you're in the parking lot. After taking out a few of Yardies, groups of them will congregate at the short wall—they can't get over it! This makes them sitting ducks. However, you need to stay on the run because they'll still fire their weapons.

2ND LOCATION: Liberty Campus. At the corner of Aspatria and Liberty Campus. Go to the small lot behind the campus buildings; it's just a few blocks down from your hideout.





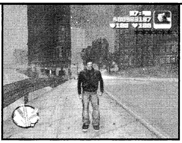
WHAT TO DO

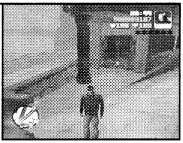
This location is much more difficult than the first location. There aren't any good hiding areas, so you'll need to run up and down the street to make more Yardies appear.

RAMPAGE C

OBJECTIVE: Torch 16 Yakuza in 120 seconds.
WEAPON: Molotov Cocktails

1ST LOCATION: Newport. On the uppermost freeway, on a small ledge in front of a triangle-shaped building.

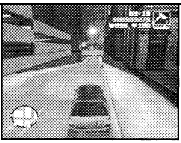


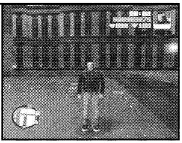


WHAT TO DO

It's easy to achieve the goal from this location. After picking up the icon, jump down below and head for the center median. From this location, alternate throwing Molotov Coctails toward each side of the road. Luckily, the Yakuza travel in groups, and the explosion from one Molotov Cocktail will take out multiple Yakuza. If you stay on the median, the Yakuza will rarely attack or shoot you.

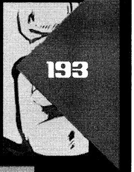
2ND LOCATION: Newport. In the small area behind the Newport parking garage. It's on the top level down from the Pay 'N' Spray.





WHAT TO DO

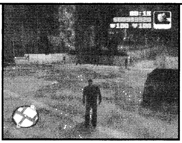
This location isn't quite as good as the first one, but it isn't too difficult. Stand on the railing above the street and launch Molotov Cocktails down below. By doing it this way, you'll avoid any gunfire from the Yakuza. The only disadvantage of this location is that you have to wait for the Yakuza to appear, which takes a bit of time. You can jump down to the street below and take out Yakuza from there, too.

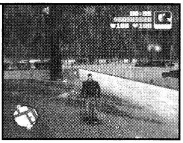


RAMPAGE D

OBJECTIVE: Destroy 8 vehicles in 120 seconds.
WEAPON: Shotgun

1ST LOCATION: Belleville Park. It's in the far corner (opposite the pond) at the stoplight intersection.

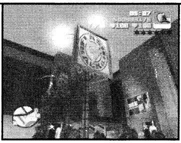


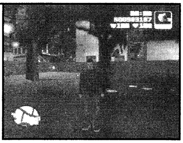


WHAT TO DO

Before you pick up the icon, park your car across the street in the intersection to create a traffic jam. Once the traffic starts to back up, pick up the icon and start shooting from the safety of the park. When you get to roughly three cars remaining, you may need to run out into the street to find more vehicles. It seems that cars avoid the area like the plague once the destruction begins.

2ND LOCATION: Belleville Park. In the corner of the park next to the FlashBack Radio billboard. It's in the corner of the park opposite the icon's first location.





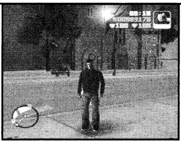
WHAT TO DO

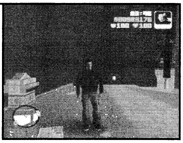
As was the case with the first location, create a traffic jam outside the park corner. However, you must venture into the street to take out all of the cars. This location is much more difficult than the first one.

RAMPAGE E

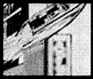
OBJECTIVE: Annihilate 30 Yardies in 120 seconds.
WEAPON: Rocket Launcher

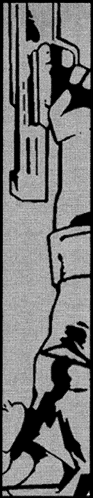
1ST LOCATION: Bedford Point. Go through the small crevice near the front of the church; the Rampage icon is directly behind it.



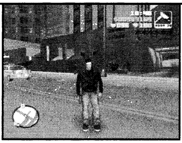


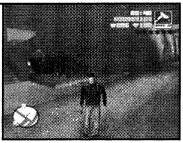
Although it would be nice to shoot the Rocket Launcher from the protection of the church, just not enough Yardies will appear. You must go out into the streets to take them out. Keep in mind that you can't run while you're holding the Rocket Launcher! However, you can enter a car, relocate, and continue the challenge a short distance away.





2ND LOCATION: Bedford Point. Behind a short set of stairs next to a beige building. The building is directly behind a blue and white building with a 20th C. banner out front, up the street from the icon's first location.





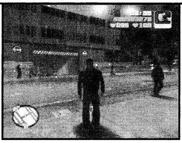
WHAT TO DO

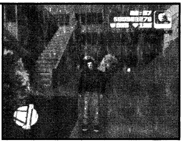
Walk up to the top of the stairs and shoot over the half wall, out into the street. This doesn't prevent Yardies from coming up the stairs, though, so keep your eyes peeled.

RAMPAGE F

OBJECTIVE: Pop 17 Yardie heads in 120 seconds.
WEAPON: Sniper Rifle

1ST LOCATION: Torrington. On top of the first-level balcony of the AMco building. Take the stairs located at the back of the building.



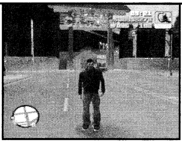


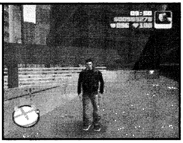
WHAT TO DO

Head shots are the key! No other kills will count. Make sure your Health is maxed out and your Body Armor is at 100%, then grab the icon and go downstairs to the ground level behind the panes of glass. Do *not* go onto the sidewalk. If you do, the Yardies will immediately give chase, making this Rampage that much more difficult.

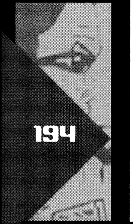
There are lots of Yardies walking along the street closest to your location, making the shots extremely easy. From this position, take aim at Yardies walking along both sides of the street. It's easier to shoot the Yardies from down below, rather than on top of the building, because your targets appear larger the closer you are to them.

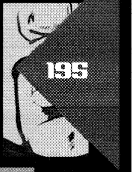
2ND LOCATION: Torrington. Take the stairs to the roof of Kenji's Casino, opposite the helicopter's location.





Again, head shots are the key! Go back down to street level on a corner. Aim down of the sidewalk at the Yardies. They will attack the Yakuza, who drive up or walk around this area, but they'll leave you alone.

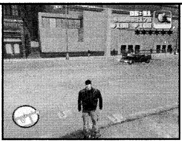


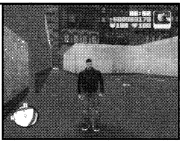


RAMPAGE G

OBJECTIVE: Burn 25 Yakuza in 120 seconds.
WEAPON: Flame-thrower

1ST LOCATION: Bedford Point. It's in the parking lot of the building in which you get ambushed by the suicide bombers in one of King Courtney's missions.

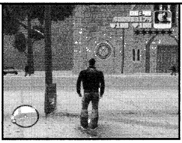


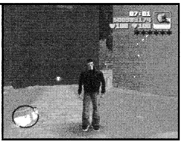


WHAT TO DO

This one is easy. After picking up the icon, go into the nearest street and start burning Yakuza. They mainly walk the sidewalk, so stand in the street, hold the shoot button, and move the Flame-thrower left and right to get as many Yakuza as possible. The Yakuza do not attack you at any time during this Rampage, so take your time. Your only worry is running into your own flames.

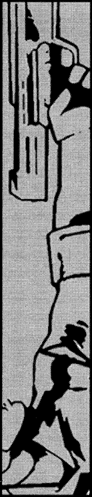
2ND LOCATION: Bedford Point. Behind the church, across the street from the AmmuNation and Happy Blimp billboards.





WHAT TO DO

Run out to the street and head for the intersection. You'll encounter some Yakuza on the way, but most of them hang out in this area. Use wide sweeping turns with the Flame-thrower to take out multiple Yakuza at a time. This isn't a toughie. Just stay away from the flames, burning cars, and flying bullets, and try not to attract the cops.

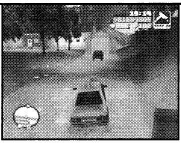


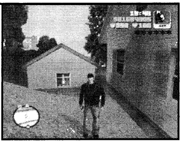
SHORESIDE VALE RAMPAGES

RAMPAGE A

OBJECTIVE: Fry 20 Colombians in 120 seconds.
WEAPON: Flame-thrower

1ST LOCATION: Cedar Grove. Look for the house with the Landstalker in the driveway. The Rampage icon is directly behind the garage.

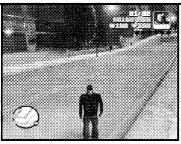


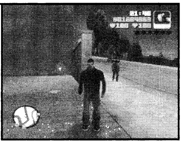


WHAT TO DO

This location is tough because you're dangerously close to the Cartel's headquarters, and they shoot on sight. You'll notice that as you pass the fancy homes, you'll be fired upon from all directions—these are Colombian bullets flying. When you grab the Rampage icon, nothing changes, they are still out for blood. Run to the street and just try to burn them before they fill you full of lead. It's imperative that you have 100% Health and Body Armor! Once you've dealt with the large group, you can start sneaking up on the individual Colombians as they stroll down the street. Make sure to enter the street and not fire from the lawn. The lawn has an incline that causes the flames to shoot over the heads of anyone near the small stone fence.

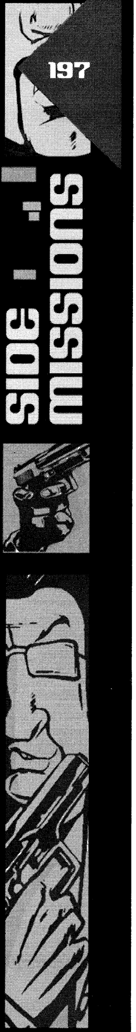
2ND LOCATION: Cochrane Dam. Just inside the entrance to the Import Export Garage, or Fudge Packing Corp. It's behind a brick wall near the entrance.





WHAT TO DO

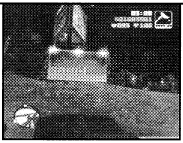
This one is a little easier than the first location. The main problem is that the Uzis that the Colombians pack have a greater range than your Flame-thrower. Make sure your Health and Body Armor are at the max. You can duck around the high walls and corners to avoid an onslaught of Uzi bullets. It's easiest to use the trees in front of the entrance as a barrier. Stand behind them and fire away at the Colombians. When you're using the Flame-thrower, make sure you swoop the fire across large areas to engulf as many Colombians as possible.

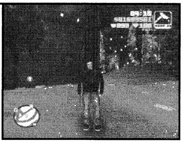


RAMPAGE B

OBJECTIVE: Behead 20 Hoods in 120 seconds.
WEAPON: M-16

1st LOCATION: Wichita Gardens. Take the dirt path next to the ITE billboard, and take a left. Ascend the grassy incline and go behind the Squid billboard.

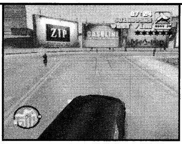


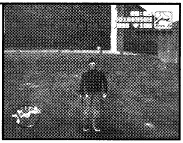


WHAT TO DO

The only kills that count are head shots! Walk down the side of the cliff toward the road, stand beside the ITE billboard, and take out the hoods walking along the sidewalk. Use the billboard for cover if things get out of hand. There's an opening in the guardrail at the S-curve; it's on the same level as this Rampage's first location. By passing through this opening next to the cliff side, you can quickly go back and forth between the first and second locations.

2nd LOCATION: Wichita Gardens. It's behind the Gasoline billboard, along the S-curve that leads from Cedar Grove to Wichita Gardens.





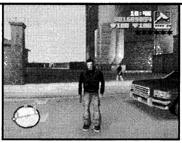
WHAT TO DO

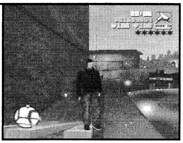
Stand between the billboards near the guardrail and take aim at the heads of the Hoods walking the sidewalks in the S-curve. You should shoot from the few gaps between the billboards. Take out some Hoods from one location and then switch to the other. Use short bursts of fire to help maintain your aim. The recoil is your second worst enemy, the Hood's handgun attack is your first. It takes only one M-16 bullet to pop a head, so don't go nuts. If you fire too rapidly, you'll have to reload more often, and the recoil will have you adjusting your aim contstantly.

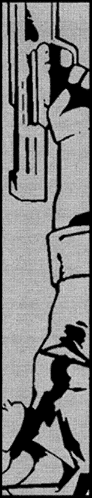
RAMPAGE C

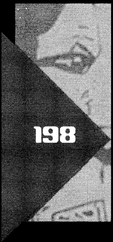
OBJECTIVE: Remove 15 Colombian heads in 120 seconds.
WEAPON: Sniper Rifle

1st LOCATION: Cochrane Dam. The small alleyway in the corner of the Undercover Storage Company. It's near a ramp and behind a crate.





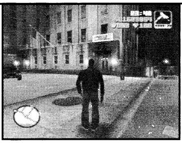


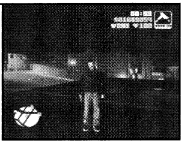


WHAT TO DO

Walk up to the top of the ramp, and then stand on top of the concrete wall. Zoom in on the Colombians walking below and start popping heads. Don't fall off the roof, or you'll enter a world of hurt. Remember that only head shots count!

2ND LOCATION: Pike Creek. Go to the back of the Police Station and walk out onto the top of the garage.





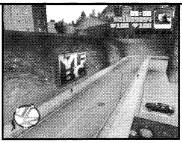
WHAT TO DO

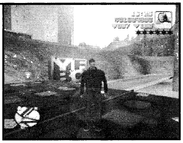
Remain on the edge of the rooftop and pop the Colombians in the head as they walk below. The second location seems a little easier than the first. After you pick up the Rampage icon, turn to the left toward the intersection. This seems to be the Colombians' turf area, where they travel in groups. If you're zoomed in and no Colombians appear, simply deactivate and reactivate the targeting. This makes the Colombians appear again.

RAMPAGE D

OBJECTIVE: Splatter 20 Hoods in 120 seconds
WEAPON: Shotgun

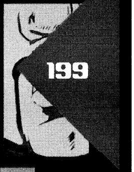
1ST LOCATION: Wichita Gardens. From your hideout, hang a left and stay to the left side of the road. Look for the YFBC billboard about one-fourth of the way down. The Rampage icon is across the street from it on the roof of a garage. To get the icon, jump over the rail to the garage's roof.



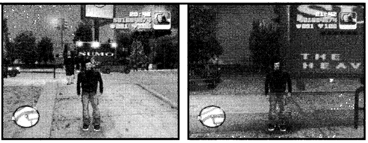


WHAT TO DO

Some Hoods may drop down from the overpass if you remain on the garage's roof, so watch out. The Hoods walk on the sidewalk below and across the street, although you can't target distant ones using the Shotgun. It's best to run from one corner of the roof to the other, looking for Hoods on the sidewalk below. After hitting one, others from across the street will rush in. Hold down the shoot button, and press and release the targeting button to get the Shotgun quick-shot. If time runs low and your Health and Body Armor are in good shape, hop to the ground and let loose. Be warned that if you hop down to the street, Hoods will overwhelm you.



2ND LOCATION: Francis Intl. Airport. It's behind the SUMO billboard, which is underneath the MNKY billboard near the entrance to the Callahan Bridge.



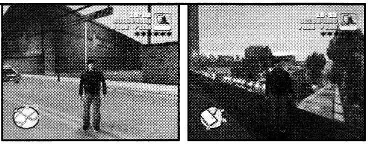
WHAT TO DO

This location is a bit easier than the first one. There aren't many Hoods near the billboard, so walk across the intersection and go to the descending street to the airport—they'll pop up all over the place. Don't go down too far, though, or you'll end up getting surrounded. After shooting a Hood, others will come in to defend him. When this happens, hold down the shoot button and press and release the targeting button to get the shotgun quick-shot. This should take out multiple hoods.

RAMPAGE E

OBJECTIVE: Destroy 15 vehicles in 120 seconds.
WEAPON: Rocket Launcher

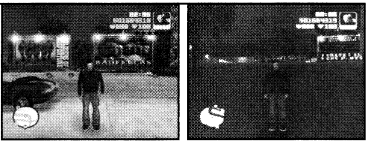
1ST LOCATION: Pike Creek. It's on the roof of the Turtle Head Fishing Co building. Enter the premises and drive around to the back to find the stairs leading to the roof.



WHAT TO DO

There isn't much traffic around this area of town. Most of the traffic occurs around the nearest intersection, but don't stay in one place for too long. Walk down the rooftop a bit and launch rockets at the intersection to the left. Shoot straight down at everything and everyone you see to attract cops and ambulances. Your Wanted Level will most likely rise to three during this Rampage, which brings in helicopters. Take out a helicopter to add to your total! Target the emergency vehicles just as you would any other.

2ND LOCATION: Francis Intl. Airport. It's behind the BADFELLAS billboard on the curvy road that leads to Pike Creek.



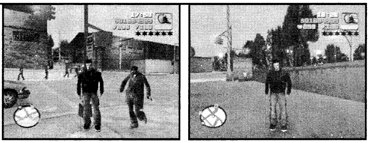
WHAT TO DO

Depending on the time of day, this location has a lot of traffic, but the pedestrians are likely to attack and follow you as you destroy cars. Plus, you can't run fast carrying the Rocket Launcher. Pick up the Rampage icon and head toward the airport parking lot behind the billboard. Destroy the cars in the lot by shooting over the fence. The amount may vary, but you should be able to take out around five to six vehicles. With that done, return to the street and shoot the passing cars. You may even consider creating a roadblock with your car.

RAMPAGE F

OBJECTIVE: Drive-by and destroy 7 vehicles in 120 seconds.
WEAPON: Uzi

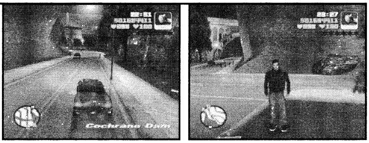
1ST LOCATION: Pike Creek. It's in a corner next to a parking attendant's booth in the Punk Noodles building.



WHAT TO DO

Before you pick up the Rampage icon, you should do two things. First, park a durable car directly next to the Rampage icon as your drive-by vehicle. Second, park another car in the middle of the intersection to create a traffic jam. After doing that, come out shooting and blocking cars from fleeing the area. When the cops arrive, shoot them and their cars to make more cops arrive. In no time, you'll have this challenge licked. Just keep an eye out for the cops trying to open your car door to bust you.

2ND LOCATION: Cochrane Dam. Drive down to the base of the dam on the road near Turtle Head Fishing Co. The icon is behind a large boulder.



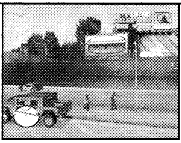
WHAT TO DO

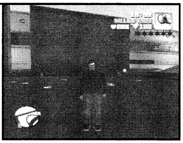
Do not attempt this Rampage late at night; there just isn't enough traffic in the area. When you pull up to the boulder, park your car in the middle of the circular path's intersection. Grab the Rampage icon, run back to the car, and start blasting. Cars try to escape, so move back and forth to box them in. If you're lucky, the cops will arrive. The more you take out, the more that will arrive. This just creates more targets for you! After eliminating all the cars in the area, drive toward Pike Creek and take out the cars along the way. Luckily, the majority of the cars are Taxis and they are rather susceptible to bullets.

RAMPAGE G

OBJECTIVE: Splatter 20 Colombians with a car in 120 seconds.
WEAPON: Any Vehicle

1ST LOCATION: Francis Intl. Airport. It's behind the Fat Burger Kid billboard across from the terminal entrances.





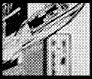
WHAT TO DO

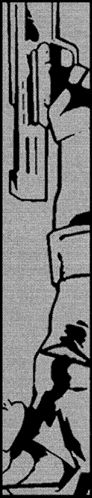
This one is easy if you have the Bulletproof Patriot. Have your vehicle ready after picking up the icon, and head toward the circle drive near the end of the terminal. Lots of Colombians congregate in this area. They're also fond of the area near the subway entrance. Just drive up the stairs and mow them over. If you don't have the Bulletproof Patriot, then be prepared to switch vehicles often. Try to find a durable vehicle, like a regular Patriot or a Landstalker. Avoid sports cars like the Banshee. The key here is durability, not speed. If you see a large group of Columbians, then build up speed and don't miss! Groups are quick and easy targets, but they tote more Uzis per square foot and they can wreak havoc on your auto! Also, if the police become a problem, there's a Police Bribe behind the fountain near the subway entrance. Don't be afraid to use it.

2ND LOCATION: Francis Intl. Airport. It's in the grassy field between the Burke Supply Company Inc. building and the airport. It borders the Pike Creek area.

WHAT TO DO

As noted in the previous section, the Bulletproof Patriot performs best here. If you don't have it, just choose a durable vehicle. Speed and catching your targets from behind is the trick to this challenge. Simply drive around the block, preferably the sidwalk because that's where they seem to stay.





Unique Jump Locations

There are 20 Unique Jumps located throughout Liberty City. You perform these tricks in your car. Some of them are obvious, while others are a bit more hidden. Each successful jump is tallied on the Stats screen.

This section covers each Unique Jump within Liberty City and provides tips and hints on how to achieve a victorious jump.

USE THE COLOR MAPS WITH THIS TEXT!

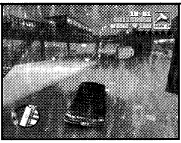
The following Unique Jump descriptions are numbered to match the Unique Jump maps in the color section of this guide (see page 229). For example, the description for Unique Jump #1 in Portland corresponds to the location of the Unique Jump #1 icon J on the Portland map.

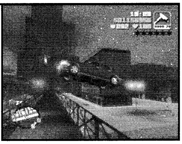
Portland: 8 Unique Jumps

If you are attempting these jumps before the bridge is repaired, use the Banshee from Easy Credit Auto, a Police Car, or the Mafia Sentinel to complete all of the Portland jumps. If either Staunton Island or Shoreside Vale is open, travel there first and pick up a fast car like the Yakuza Stinger, Cheetah, or the Infernus.

J 1 HIGH PRESS HOT STEAM RAMP/PEDESTRIAN WALKWAY

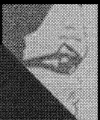
LOCATION: Chinatown. Next to the pedestrian walkway and the entrance to the El Train station.





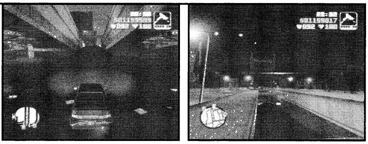
WHAT TO DO

After locating the jump, drive away from it on the grassy area. Get at least three blocks or so away from it to allow plenty of room to build up speed on your approach. Hit the gas and speed toward the center of the ramp to jump over the suspended pedestrian walkway bridge. There's also a Police Bribe hovering over the walkway, which makes this jump useful when you're running from the cops. Land on all four wheels on the opposite side of the suspended walkway to complete the jump.



J 2 GRASS LAUNCHING PAD

LOCATION: Callahan Bridge. The grassy area is located between both sections of the bridge.

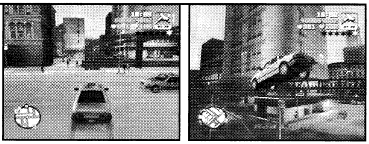


WHAT TO DO

To make the jump, you must start *underneath* the bridge. The jump takes you over some iron girders and onto the street. Hit the grassy mound under the bridge so that you launch between both sides of the bridge. You need to clear the last horizontal girder near the entrance to complete the jump.

J 3 WOODEN RAMP

LOCATION: Chinatown. It's the ramp leaning against the Subway station wall.

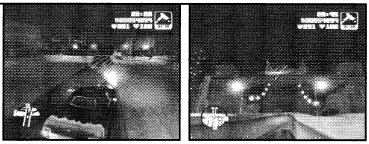


WHAT TO DO

Pick up speed while heading toward the ramp and jump onto the El Train tracks. There is a Police Bribe here too, which makes this jump useful when you're evading the police. Land on four wheels on the top of the El Train tracks to complete the jump.

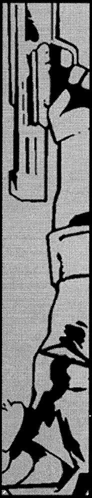
J 4 CALLAHAN BRIDGE RAMP/BLACK AND YELLOW MINI-RAMP

LOCATION: Callahan Bridge. Heading into Portland from Staunton Island.



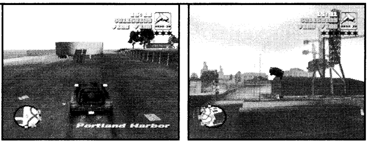
WHAT TO DO

We highly recommend that you attempt this Unique Jump *after* the bridge from Portland to Staunton Island gets fixed. Drive your car on the center median and head for a small yellow and black mini-ramp. Hit the ramp in the center to fall between the two sides of the bridge. You must land wheels down on the grass below and not on the dirt area just before the grass! You can complete this jump in the beginning of the game with the bridge destroyed. However, it's not highly recommended because your car will sustain a lot of damage trying to get past the roadblock. Consequently, your car may explode on impact after the jump.



J 5 TRACTOR TRAILER JUMP

LOCATION: Portland Harbor. Take a left inside of the Portland Docks.

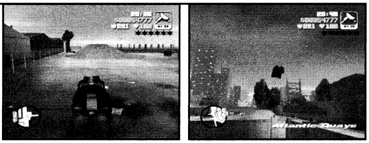


WHAT TO DO

Back up close to the entrance to the Portland Docks, and head full speed for the ramp up against the trailer. Jump over the trailers and land on all four wheels to complete the jump.

J 6 ATLANTIC QUAYS DIRT PILE WATER JUMP

LOCATION: Atlantic Quays. Behind the multiple warehouse buildings on the concrete dock.

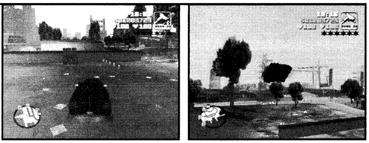


WHAT TO DO

Get plenty of speed and hit the dirt pile straight on. You need to clear the water below and then land on the next pier.

J 7 ATLANTIC QUAYS MULTIPLE BUILDING JUMP

LOCATION: Atlantic Quays. This one is very close to the previous Unique Jump. Look for a wooden ramp propped up against a concrete wall on the concrete dock.

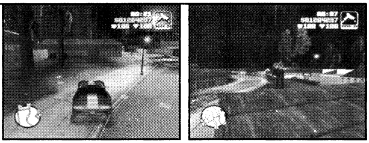


WHAT TO DO

Go to the end of the long dock, speed back toward this ramp, and jump the next building. Land on the roof of the adjacent building, or clear that one as well, to complete the jump.

8 OFF THE BEATEN PATH

LOCATION: Trenton. Very close to the Liberty City Sawmills. The ramp is strategically placed just off the road.



WHAT TO DO

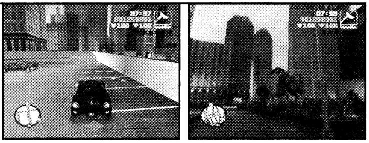
Get some speed to clear the building without touching it at all. You also need to land on all four tires to complete this jump.

STAUNTON ISLAND: 4 JUMPS

The Yakuza Stinger, the Cheetah, and the Police Car are great choices for all of these jumps.

1 ROOFTOP HIGH JINKS

LOCATION: Newport. On the top level of the multi-story parking garage.

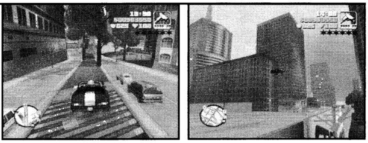


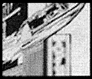
WHAT TO DO

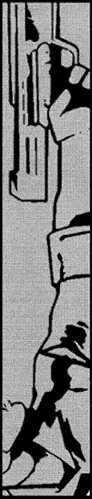
Use a Stinger, Banshee or a Cheetah for best results. If you attempt this jump in the daytime, the lot is more full. If that's the case, clear away any cars parked on the top floor that may obstruct your path to the ramp. Line up your vehicle with the ramp, back up to the wall, and hit the gas. You need to get the car into third or fourth gear. Take the jump straight on; don't go off to the right. If you do, you'll miss the mark and the Unique Jump award. You need to clear the trees in the adjacent building's commons area.

2 OVERPASS JUMP

LOCATION: Newport. On the upper deck of the freeway above Asuka's residence. The entry point is close to the construction site.





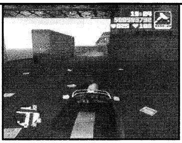


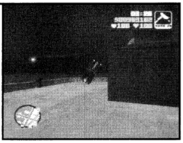
WHAT TO DO

Head up the freeway from the construction site area and look for the concrete median. If you tried to cross to the other side of the road just before the median, you would fall down to the road near Asuka's apartment. Drive onto the sloped median and speed over the grates; the median eventually turns to grass. Continue through this area—watch out for the two trees—and head straight up the inclining tunnel. You'll land on, or over, Callahan Bridge; do either to complete the challenge.

J 3 ASUKA'S JUMP

LOCATION: Newport. Near the back of the Waterfront Shipping Yard, close to Asuka's apartment.



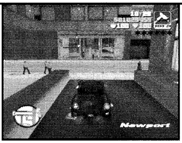


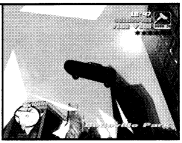
WHAT TO DO

Find the dirt mound near the back of the shipping yard, and then back up to the parking lot, where a Banshee is always parked. The path to the ramp is rather tricky. You can either drive to the right of the trailers and little cement ramps, then cut sharply to the left and straighten the car out to hit the dirt mound dead on. Or, you can jump over the first little cement ramp, which should launch you over the second cement ramp, and then proceed to the dirt ramp. You'll then fly over the water and land on the platform on the other side to complete the Unique Jump. Be warned that it's very easy to plummet into the water below after completing the jump! Also, note that there's a small ridge, which may cause your car to flip over.

J 4 CYBER CAFÉ JUMP

LOCATION: Belleville Park. The ramp is in the cyber café surrounded by breakable windows.





WHAT TO DO

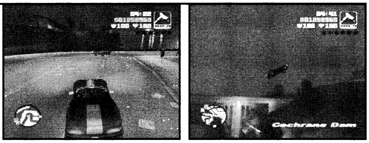
Back all the way down to the garage door in the sloped driveway across the street from the café. You receive the Bulletproof Patriot upon completing a Ray Machowski mission in this same garage. Speed up the driveway when traffic is clear and go through the window and up the stairs. You'll sail through the opposite side of the café and land on the following street. This jump is difficult because you must avoid the traffic and carefully steer your vehicle up the stairs in the café.

SHORESIDE VALE: 8 JUMPS

The Infernus, Cheetah, Stinger, or any other fast car work well for these jumps. You should have unlimited choices now that all three districts are open.

J 1 DIRT MOUND RIVER JUMP

LOCATION: Cochrane Dam. The earthen ramp is on the Cedar Grove side of Cochrane Dam, on an S-turn.

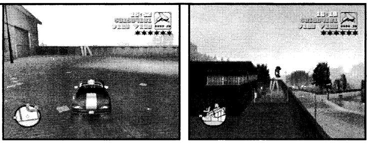


WHAT TO DO

Head down the S-turn until you're under the bridge, hit the gas, and proceed up the road for the dirt mound. Shoot for the center of the jump. This is a much better approach than coming down the S-turn toward the jump. The goal is to jump the river between Cedar Grove and the lower Cochrane Dam area. If you land near the lower part of the dam, close to the circle drive, you'll usually have a better chance at completing the jump.

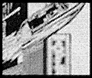
J 2 BUILDING TOP JUMP

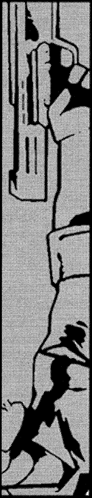
LOCATION: Cochrane Dam. It's the wooden ramp propped up against the wall in the back of the Undercover Storage Company building.



WHAT TO DO

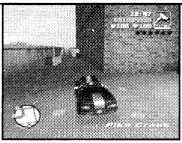
Back up outside of the area and into the street to pick up the necessary the speed. Use a high performance sports car, such as the Infernus, Cheetah, or Banshee. Hit the ramp so that you veer to the left a bit and not the right. To complete the jump, you need to land in the small fenced-in area of the Import Export Garage. If you go to the right, you'll land on the street on the other side of the wall.

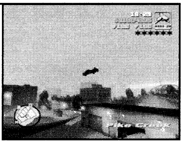




J 3 POLICE GARAGE

LOCATION: Cochrane Dam. It's the wooden ramp in the back alley of the Undercover Storage Company building. It's to the right of the ramp described in the previous Jump.



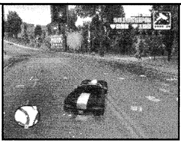


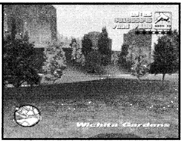
WHAT TO DO

The path leading to the ramp is cluttered with boxes, so you must drive carefully through this area. Speed is imperative, so back up to the area's entrance. Then hit the gas and gradually turn to the right to speed down the alley. After hitting the ramp, you'll sail through the air over the police garages. If you land before the garages, you won't complete the jump. You must land on the garage or go over it and land in the Burke Supply Company's lot.

J 4 TWISTY JUMP

LOCATION: On the border of Francis Intl. Airport and Wichita Gardens. It's the twisted wooden ramp at the end of the dirt path off the main road. The path is just before the billboards for Mean Street Taxi and 69th Street.



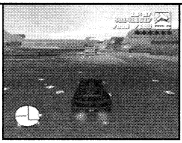


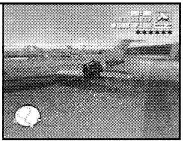
WHAT TO DO

Build up speed from the main road and fly down the dirt path. Go off the center of the bridge and clear the river to complete the challenge. To try for a rotation, head off the higher slope of the bridge.

J 5 FLYING HIGH

LOCATION: Francis Intl. Airport. It's between the first and second hangars on the tarmac. Look for a short set of stairs facing an airplane.



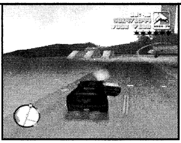


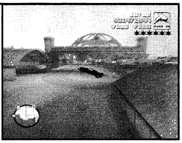
WHAT TO DO

Back up your vehicle to the wall facing the stairs. Build up lots of speed, but try your best to avoid hitting the side of the stairs. You must land on or go over the wing of the next airplane to complete the jump.

J 6 JUMPIN' THE HANGAR

LOCATION: Francis Intl. Airport, McAdam Airways Hangar. Head down behind all of the hangars until you reach the last one. Then turn left and look for the three cement ramps.





WHAT TO DO

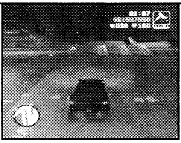
Build up speed and swerve left around the hangar before the cement ramps. You can use any of the three ramps, but the one on the outside nearest the runway is the easiest to hit at high speed. All you need to do is clear the next hangar to complete the challenge. It's okay if your tires touch the rooftop.

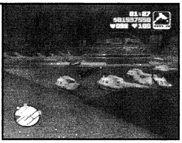
NEED WHEELS?

If you destroy your car while you're at the airport, there's an unlocked police car behind a small, closed hangar in the southwest corner of the map. This will save you the time of hoofing it over the mountains to Pike Creek for more. If you don't like the police car for doing Unique Jumps, you could take it to the airport parking lot near the fire station and take the Infernus from the lot.

J 7 MORE HANGAR JUMPIN'

LOCATION: Francis Intl. Airport, McAdam Airways Hangar. This one is behind the previous Jump, closer to the runway. Look for the helicopters next to three cement ramps.



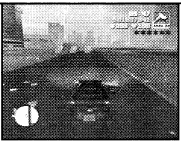


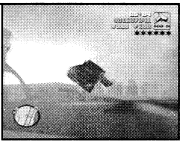
WHAT TO DO

Back up down the tarmac near the hangar with the police car behind it, and gun it. Hit one of the ramps at full speed to go over the hangar and clear the helicopters, or land between them.

J 8 TARMAC TROUBLE

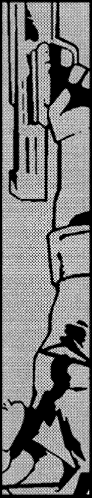
LOCATION: Francis Intl. Airport, McAdam Airways Hangar. Head down the runway from the previous jump to the next hangar with three cement ramps.





WHAT TO DO

From the helicopters near the previous jump, hit the gas and let 'er rip. Launch off one of the three cement jumps to clear the hangar just beyond the ramps. Clear the hangar and land on the tarmac to complete the jump.



HIDDEN PACKAGES

USE THE MAPS IN THE COLOR SECTION!

The Hidden Package Maps in the color section of this guide provide complete coverage of every Hidden Package location. You'll find each package marked on the Liberty City maps, along with package-by-package commentary and screenshots. See pages 235-240 to collect all 100!

There are 100 Hidden Packages throughout Liberty City, and some of them are very difficult to find. There are different ways to acquire these hard-to-get packages. Because you can't fly, you must find stairs, ramps, dirt mounds, or jump from higher structures—like building rooftops or El Train tracks—to get the levitating ones. You receive $1,000 for every package you find. For every 10 you collect, a power-up appears and regenerates at your hideouts. See the following table to find out which power-ups you receive for collecting a specific number of packages.

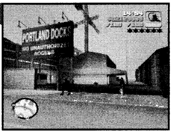
POWER-UP PRIZES

PACKAGES COLLECTED	POWER-UP CREATED IN HIDEOUT(S)
10	Handgun
20	Uzi
30	Grenades
40	Shotgun
50	Armor
60	Molotov Cocktails
70	AK-47
80	Sniper Rifle
90	M-16
100	Rocket Launcher + $1,000,000 cash bonus

EXTRA VEHICLE MISSIONS

PORTLAND IMPORT/EXPORT GARAGE

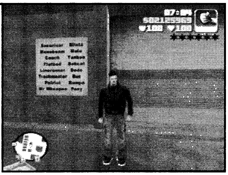
LOCATION: PORTLAND HARBOR



In this side mission, you must bring specific cars to a garage located in the Portland Docks area of Portland Harbor. You can begin this mission at any time in Portland, but you can finish it only after you've opened Shoreside Vale. To find the garage, turn into the docks area and head straight back, past the numbered garages. Turn left twice, and there it is! Remember that you need only one of each car. Following is a list of the cars you need to bring here:

- Securicar
- Moonbeam
- Coach
- Flatbed
- Linerunner
- Trashmaster
- Patriot
- Mr. Whoopee
- Blista
- Mule
- Yankee
- Bobcat
- Dodo
- Bus
- Rumpo
- Pony

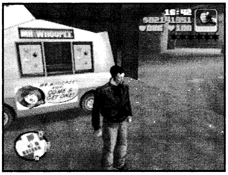
The sign to the left of the garage indicates which cars to pick up, plus it marks off the ones you've already retrieved. You don't have to complete the task all at once. You can do it over the course of your game, as long as you save your progress. As a reward for your work, you also receive $1000 for each car.



You can find several of the vehicles near the Portland Harbor area (in the docks) and around Trenton. For example, the Linerunner and Yankee vehicles are actually in the Portland Docks area, not too far from the garage. Plus, the Cruiser is just a short ride away.

On the other hand, many of these vehicles are difficult to get. It will take a lot of patience and searching to find some of them. For your convenience, we've provided some help to make finding these vehicles a little simpler.

- **Securicar:** You can find this vehicle in the Rockford/Aspatria area of Staunton Island. It appears mostly during the daytime.
- **Flatbed:** It's most commonly found in the Rockford/Aspatria area of Staunton Island, mainly during the daytime. It's also found in Portland, but mostly at nighttime. The Flatbed is similar to the Barracks OL, but without the side rails and the top.
- **Trashmaster:** It seems to appear mostly in Staunton Island, as well.
- **Mr. Whoopee:** This ice cream truck is rarely seen. To find it, head for Shoreside Vale and drive around the Cochrane Dam area. It mostly follows a path around the upscale houses.
- **Bus:** Don't confuse this one with the Cruiser; it resembles an actual school bus, but it's not yellow. It's commonly found in Staunton Island.



All the cars. NICE! Here's a little something.

The reward for bringing all 16 cars to the garage is great. You receive $200,000, and 16 GTAIII icons appear in the garage. These icons represent each of the cars you retrieved, which means that you can return here at any time to drive one of the vehicles. Just approach the garage, choose a vehicle, exit the garage, and then hop into your choice ride!

PORTLAND: EMERGENCY VEHICLE CRANE

The goal is to bring several emergency vehicles to the Portland Docks. Once you turn into the docks, go straight back and turn left. The crane area is located directly behind the Portland Import/Export Garage. When you bring one of the vehicles here, the crane picks it up and deposits it on a ship. You receive $1500 per vehicle. The vehicles you need are:

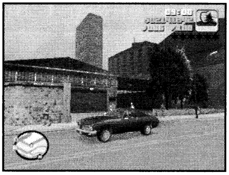
- Ambulance
- Fire Truck
- Police
- Enforcer
- FBI
- Barracks OL
- Rhino

Be advised, however, that this task is *not* easy. The Ambulance, Fire Truck, and Police car should be no problem. You can easily get your hands on all three in Portland. You'll need to search around to get the Enforcer and the Barracks OL. Here's where you can find those two vehicles.

- **Enforcer:** There's always one parked in the back of the police station in Torrington (Staunton Island). The gates are always locked, so you'll need to hop into a Police Car to open them.
- **Barracks OL:** Head to Phil's Army Surplus in Rockford (Staunton Island).
- **FBI and Rhino:** Possibly the two most difficult vehicles to get are the FBI car and the Rhino tank. To get these vehicles to appear, you need to bump your Wanted Level to 5 (FBI) and 6 (Rhino). But the task doesn't end here. When you manage to snag one of these vehicles, you must quickly get your Wanted Level back down. If you fail to do so, you'll continually have to fight the authorities.

You get a great reward for completing this task. After you bring the last vehicle to the crane, you receive $200,000 and the ability to access any of these seven emergency vehicles. The seven floating GTAIII icons beneath the crane represent each emergency vehicle.

SHORESIDE VALE IMPORT/EXPORT GARAGE

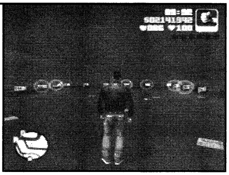


In this side mission, the task is to bring specific cars to the Shoreside Vale Import/Export Garage. You receive $1000 for each car. The garage is located in the Cochrane Dam area, in the Fudge Packing Corp. building. You need to bring one each of the following cars:

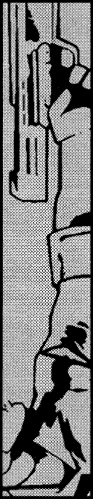
- Stinger
- Kuruma
- Stallion
- Landstalker
- Banshee
- Cheetah
- Esperanto
- Manana
- Infernus
- Perennial
- Cabbie
- Taxi
- Sentinel
- Stretch
- BF Injection
- Idaho

The sign to the left of the garage indicates which cars to pick up, plus it marks off the ones you've returned to the garage. Therefore, it's not required that you complete the task all at once. You can do it over the course of your game, as long as you save your progress. You can find most of the cars around Shoreside Vale, although you need to venture to Portland for one car in particular, and perhaps a second one.

If you can't find the Idaho car in Shoreside Vale, head over to Portland to find one. It's more abundant in that area. You *must* travel to Portland to retrieve the BF Injection, however, and it's only available at a certain time of day. Go to Misty's apartment in Hepburn Heights and wait until the late evening hours. The car appears only after that time in the small lot between the apartment buildings.



The reward for completing this task is worth the effort. Not only do you receive $200,000 but also 16 GTAIII icons appear in the garage. These icons represent each of the cars you retrieved. You can return to the garage at any time to get your vehicle of choice. Simply approach the garage door, go inside, and choose an icon. You're then instructed to walk outside the garage until the car is ready. When the door opens, head inside to pick up your ride!

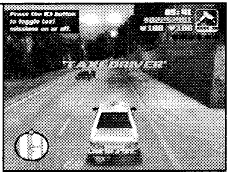


TAXI DRIVER

LOOK FOR A FARE

Steal a Taxi, and press *Numpad (+)* or *Caps Lock* to begin the challenge. These missions revolve around picking up and delivering passengers to a specified location within a certain time limit.

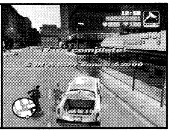
When a Taxi mission begins, look for a green dot on the on-screen map. This dot represents potential passengers. As you approach the green blip on the onscreen map, look for the person with a blue arrow over his or her head. This identifies the correct person.



After picking up a passenger, time is added to the clock. Drive the person to the specified location before time runs out. The clock is located below your Wanted Level. When you pick up the fare, a destination message appears on the bottom of the screen. The pink blip on the radar identifies the intended location. A blue marker appears at the actual destination—stop inside it to let the passenger out and get paid. Then quickly move on to the next passenger, which appears as another green blip on the radar. As you proceed to the next fare, remember that the clock is still ticking. Time is added to it only *after* you pick up another passenger.

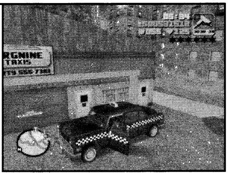
BONUS MONEY

For every five consecutive passengers you successfully deliver, you receive a monetary bonus. For example, deliver five passengers to receive a $2000 bonus, 10 passengers for $4000, and so on.



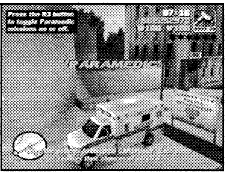
PAYOFF

After successfully delivering 100 passengers to their intended locations, a new Borgnine Taxi is created. It's in Harwood at the Borgnine Taxi Company, down the road from El Burro's contact location.

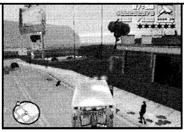


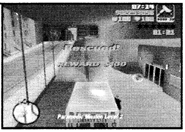
Paramedic

Drive Patients to the Hospital Carefully



Steal an Ambulance, and press *Numpad (+)* or *Caps Lock* to begin the challenge. Once the mission begins, a set amount of time appears on the clock. You must reach the first victim within the time, or the mission ends. Once you pick up a victim, additional time is added to the clock to enable you to drive the victim to the hospital or to pick up more injured victims.





Follow the green blip on the radar to the bleeding individual with the blue arrow over his or her head. Once the victim is in the Ambulance, you can either rush him or her to the hospital, which appears on the radar as a pink blip, or continue to pick up injured victims. When returning victims to the hospital, stop in the blue marker. Once they're delivered, find the next wounded individual by checking the radar.

Bad Handling

The Ambulance doesn't handle corners well when travelling at high speeds. You may want to slow down a bit before cornering.

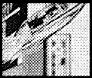
Use the siren to make some caring citizens move to the side of the road. The Paramedic missions are measured in levels. The higher the level, the more pickups you'll have in a single outing. Time is added to your total for each person picked up.

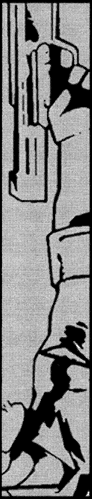
Maximum Occupancy

Keep in mind that the Ambulance only holds three patients.

Locked Ambulance

If you need more Ambulances during the Paramedic missions, and the one that's at the hospital is locked, destroy it, hop into a car, drive a few blocks away from the hospital, and then return. The second Ambulance will be unlocked.





PAYOFF

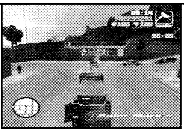
There is a reward for rescuing these injured people. Make 35 trips to the hospital (enter the blue marker), and a Health power-up appears at your hideout. Make 70 trips to the hospital (enter the blue marker) to make an Adrenaline power-up appear at your hideout. If you complete Ambulance Level 12, then Infinite Run is awarded, enabling you to run without tiring! Try to do this early in the game when the gangs aren't all out to get you.

FIREFIGHTER

BURNING VEHICLE REPORTED. GO AND EXTINGUISH THE FIRE.

FIREFIGHTER
FDLC

Steal a Fire Truck, and press *Numpad (+)* or *Caps Lock* to begin the challenge. You receive a specific amount of time on the clock below the Wanted Level to extinguish the first fire. Follow the red blip on the radar to the specified location. Also, note the text message that appears; it indicates the part of town where the fire is located. Press *Left* or *Right Shift* to turn on the sirens and hopefully persuade vehicles to clear out of your way. If they don't, then just plow through them.



Fire extinguished!
REWARD $250

You need to extinguish only the specified fire; it doesn't matter if you create your own in the process! You will always find a burning vehicle at the fire location. Press the Fire control as you drive toward it, and aim the stream of water at the fire. After extinguishing the fire, you receive $250 and instructions to put out the next fire.

For each fire you extinguish, the reward increases $250. So, as you can tell, this can become quite lucrative after a while.

I CAN'T HANDLE IT!

If you thought the Ambulance had bad controls, wait until you drive the Fire Truck! This thing has decent speed, but is extremely difficult to turn.
If you don't slow down, the back end will whip around and cost you precious seconds.

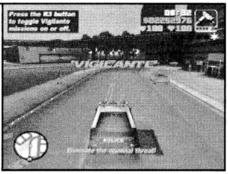
PAYOFF

Put out 20 fires in each area of town (in all three districts) to get the Flame-thrower at your hideout. This weapon will not be unlocked by collecting Hidden Packages.

VIGILANTE

ELIMINATE THE CRIMINAL THREAT

Enter a Police Car, FBI Car, Enforcer, or the Rhino and press *Numpad (+)* or *Caps Lock* to activate the Vigilante missions. As is always the case when driving an emergency vehicle during these missions, use the siren to make vehicles pull over and get out of your way. Also, listen to the dispatch radio and watch the radar to find the target's location.



Press the R3 button to toggle Vigilante missions on or off.

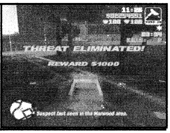
RHINO CONTROLS

If you're lucky enough to snag a tank from a Wanted Level 6 frenzy, press the Fire control to fire, spin the turret by pressing *Numpad* 4 or 5, aim the turret up with *Numpad* 9, and aim down with *Numpad* 6.

Now the shoe is on the other foot! This time, you're the law and your target is the bad guy! Culprits race around in their vehicles (green blips on the radar). Chase them down and run 'em off the road, or just do your best to make them stop. If the wreck doesn't kill them, they'll jump out and take off on foot. Run them over or cap 'em, whichever way works best for you. If you get out of the vehicle, you have 60 seconds to return to it or another law enforcement vehicle. There are no arrests—you're out to *eliminate* the bad guys.

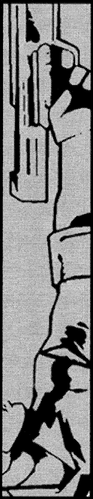
IT PAYS TO FIGHT CRIME

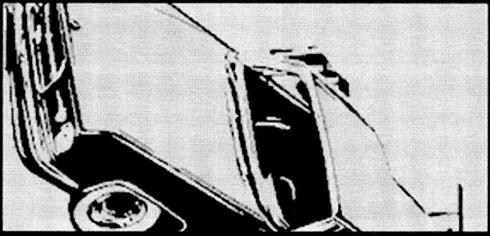
You receive increments of $500 for each criminal you eliminate. So, you receive $500 for the first one, $1000 for the second one, and so on.



PAYOFF

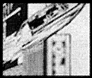
Kill 20 criminals in each of the three territories to create Police Bribe power-ups at the hideouts. Two Police Bribes are awarded for each district (one for each group of 10 criminals eliminated). This will give you six Police Bribes once you've eliminated 20 in Portland, 20 in Staunton, and 20 in Shoreside Vale. After doing so, you can make the highest Wanted Level disappear whenever you return to your hideout. Until then, you can enter the back of the garage to regenerate the Bribes you have for higher wanted levels.

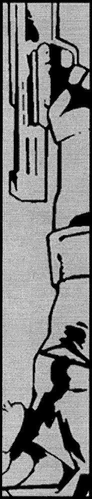




CHAPTER 6

Tips, Secrets, & Cheat Codes



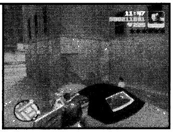


HOOKER TRICK

Pull up to any hooker (pink or brown outfits) on any street and wait for her to walk up to the window and talk to you (she'll only appear to talk). After a moment, she'll enter the vehicle. At this time, pull into the closest alleyway. If that does not work, try any secluded area. When the vehicle starts to rock, you'll gain health. This trick can take your health to the 125 maximum. The trade-off is that as soon as she enters your vehicle, you start to lose money. To get it back, exit your vehicle and shoot her. You can pick up the money you lost.

GOTTA HAVE THE RIGHT WHEELS

Hookers won't get into just any vehicle. They seem to shy away from Taxis, certain vans, and law enforcement vehicles. You can't go wrong with a nice set of wheels unless it's a gang car. Pick up a hooker in a convertible sports car, and you'll reach 125 health the instant she enters the car as long as you're in the right location. This even works with convertible Stallions!



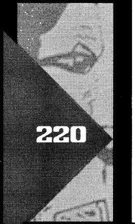
As the rocking speeds up to a faster tempo, you receive health at a faster rate. This is also when the hooker is about to bail on you. After approximately 40 points of extra health are given, the hooker will exit the vehicle to stretch her legs. To continue this cheat when she bails, exit the vehicle when she does, and then quickly reenter the vehicle while she is still near the car. This will entice her to reenter the vehicle and do some more rockin'!

Move the car while she is still in the vehicle, and you'll receive the final few points of health, then stop again for the cheat to continue. Now you don't even have to get in and out of the vehicle and risk losing the girl. You can continue this process until you reach the 125 maximum health limit. When she bails out of the car, use your imagination for ways of getting your money back from her.

HIDEOUT BODY SHOP & EXTRA POWER-UPS

When you're not on a mission, park a damaged car in the Hideout garage and exit the garage on foot to allow the door to close. When you return, the car will be repaired, good as new! This trick also works during the Emergency Vehicle and Taxi missions. This trick even works with certain "real" missions you get from the crime bosses.

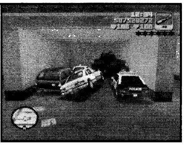
After finding quantities of Hidden Packages, weapons and Body Armor will appear at your Hideout. After completing enough Emergency Vehicle missions to make the Police Bribes, Health, and Adrenaline appear, these too can be tricked into regenerating as soon as you use them. Here's how it's done. Load up on weapons by walking through the row of power-ups (Health and Armor can be picked up only once until you're injured again) and then enter your garage. Touch the back wall of your garage, and then walk out of the garage. The power-ups will regenerate as soon as you touch the garage's back wall. However, this is not the case in Shoreside Vale.



In Shoreside, you must set foot into the apartment foyer save room. Just step past the threshold and exit back into the parking lot to reclaim your power-ups. Or, you can initiate the saving procedure and then cancel to save time.

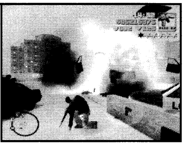
These Hideout power-ups regenerate on their own after you get Wasted, Busted, and after saving or completing a mission. They also regenerate when you reach a certain distance away from your Hideout, but using the garage trick saves you a lot of time from repeatedly driving away and returning.

Stuffing the Garages



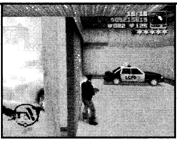
There's enough room in the Staunton and Shoreside garages for more than two to three vehicles. The garage door will not open for another car when it has reached its "intended limit." Stuff as many cars as you can fit into the garages by parking the new car at the garage door, get out and walk up to the door so that it opens. Then press the car entry button and the run button to quickly enter the car while the door is opened. Ram the car into any empty space. The vehicles don't even need to be all the way inside the garage! The door will close over the cars and still maintain them. Save your game and they will all remain in the garage when you return! If you have Adrenaline at your Hideout, use your superhuman strength to push the car that blocks the one you want to use away from its door so you can enter it.

Getting the Rhino (Tank)

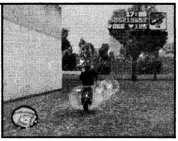


The Rhino at Phil's Army Surplus in Staunton Island becomes accessible after completing Catalina's mission, "The Exchange." The only other way to obtain a tank before this event is to steal one from a Wanted Level 6 crisis. The easiest way to get one is to be at your Shoreside Vale hideout with six Police Bribes lined up alongside your garage. This is accomplished by completing 20 Vigilante Missions on each of the three islands. Whip out the Rocket Launcher and start blasting everything in sight. When the helicopters arrive, blast them. Use the interior of your garage for cover—no one messes with you when you're inside your garage unless they have exited their vehicle and they're close to the openings.

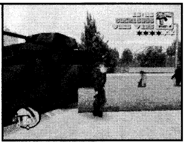
You can use the Flame-thrower to blow fire through the garage's back wall and middle locked door to take out the cops or FBI on the other side.

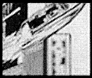


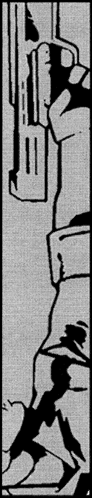
Once you reach Wanted Level 6 status, occasionally run out of the garage to alert the authorities to your presence. When the Rhino(s) pull into your parking lot, run around to the side of your garage and through the line of six Police Bribes.



Walk up to the Rhino. If the two guards are not out, yank on the door, and they'll come out just as a police officer does when you try to jack a police car. The guards are packing M-16s, grenades, and handguns, so be quick about executing the driver or entering the tank.





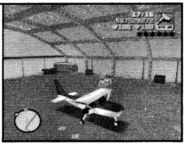


It's a good idea to fire off a cannon blast into a wall, a nearby vehicle, or any nearby object as soon as you enter the Rhino to splatter any would-be authorities or pedestrian tank-jackers. Because the acceleration is not all that great, a quick getaway is not always possible.

Park the Rhino in your garage. Your Shoreside or Staunton garages will accommodate the Rhino.

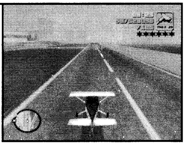
DODO FLIGHT SCHOOL

WHERE'S THE DODO?



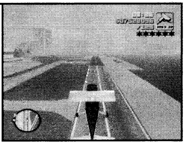
Once you have unlocked Shoreside Vale, you can fly the Dodo (light plane with clipped wings). There are three Dodos located at the Saint Francis Intl. Airport in Shoreside. The closest one to the entrance is located in the hangar where you find it during Donald Love's mission, "Grand Theft Aero."

DODO GROUND SCHOOL

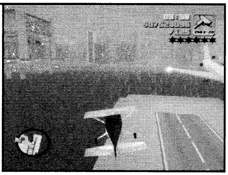


You'll need quite a lot of time and patience to fly this bird with clipped wings! Take the plane out to the longer of the two southern runways, and fly off the east end of the runway headed toward Staunton. If you head off the west end, your Dodo will cease to render and you'll be flying invisible, which makes things very difficult. Press the acceleration button to spin the props faster. Press the nose of the plane downward to pick up speed. As soon as sparks fly from the plane's fuselage bottoming out on the tarmac, let go of the flight control stick. Keep holding the acceleration button, and once the plane launches upward, allow it to level out on its own. Any directional changes (up, down, left or right) must be done with the slightest touch, or you will lose control of the aircraft.

IT'S A BIRD! IT'S A PLANE! NO, YOU DODO!



The Dodo will begin to dip back down to the ground; allow it to do so without pulling back to bring the nose back up. It'll pick up speed and begin to rise again. The problem with the Dodo is there's never enough speed when you need it. If you pull the nose up too much and for too long, the plane will lose speed and begin to lose altitude. You have to let the Dodo do what it wants to and not what you want it to.



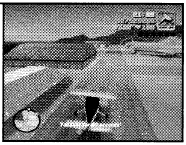
Once you have somewhat stable flight, use the second, tight exterior view, not the in-cockpit view. Look for the red hood of the aircraft over the wings of the Dodo. The red should appear as a small horizontal sliver of a line. If you see more of the hood, chances are you're going to lose speed and fall out of the sky unless you quickly level the Dodo again. When you release the acceleration button, the prop continues to spin.

You do not have to keep the acceleration button pressed to maintain flight. However, it is needed if you want to gain altitude and speed. To gain altitude, accelerate and then slowly and genitally pull back the nose so that it begins to point upward—watch the red line of the hood—and then level the plane off shortly thereafter. Altitude must be slowly accumulated in a series of small steps.

To turn the plane, gently tap the left or right steering buttons in the direction you desire. This too must be done with much care, or you'll lose control and nosedive or roll.

Once you learn how to control the Dodo, you can fly to any area in Liberty City. Keep in mind that some areas are not solid, even if they appear to be. Some buildings and landmasses on which you've never actually set foot are not solid. What can you find while flying the friendly skies?

LANDING A DODO

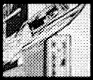


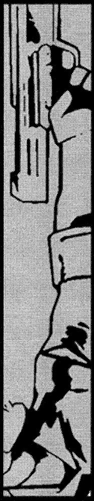
Carefully bring the plane down at a reasonable angle of descent. As soon as your wheels touch the ground, use the handbrake and reverse buttons to slow.

When the wheels touch the ground, the amount of time you spent in the air is tallied, and the longest stretch is displayed on the Stats screen.

TJ HOOKER'S SCHOOL OF HOOD RIDING

Jump onto the hood of any stopped car, and wait there until it starts to move. Ride the hood of the vehicle around town and shoot any weapon at passersby! This isn't really a cheat, but it's a hoot! Give it a try. Most cars obey traffic laws, but a little gunfire may motivate them to move a somewhat more erratically.





AMBULANCE HEALTH

Enter an ambulance to receive 20 points of health. However, if you have 125 Health points from the "hooker cheat," then you will lose 25 points of health. You can gain this health once from one ambulance.

POLICE CAR SHOTGUN

Whenever you enter a new police car, you are automatically given a Shotgun with five shells loaded. This can be done only once for each police car. In other words, you cannot continue to reenter the same police car in attempts to gain more shells.

ENFORCER ARMOR

Whenever you enter an Enforcer, you are given full Body Armor!

BULLETPROOF PATRIOT

After completing Ray Machowski's level, Ray's lockup is opened in Newport. You'll find a Bulletproof Patriot, a Flame-thrower, a Rocket Launcher, and a Sniper Rifle—plus $20,000! These pick-ups will be created only once.

JOEY'S BUGGY

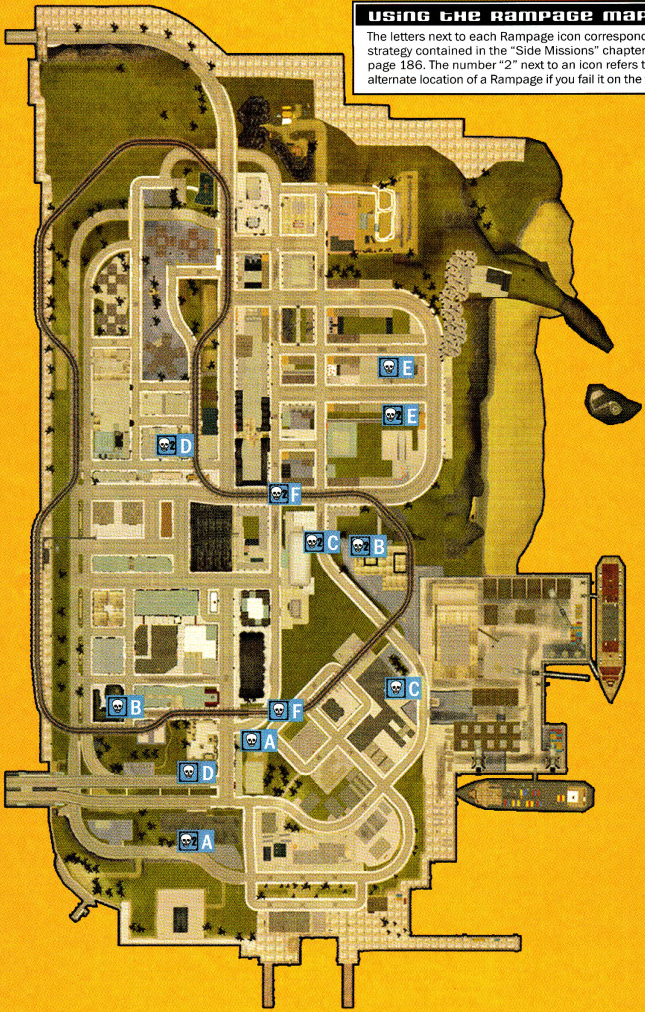
After completing Asuka mission 1, "Sayonara Salvatore," you can find Joey's Buggy at Misty's flat in Hepburn Heights, near the El Burro phone. It only appears during late night hours though.

Liberty City Maps

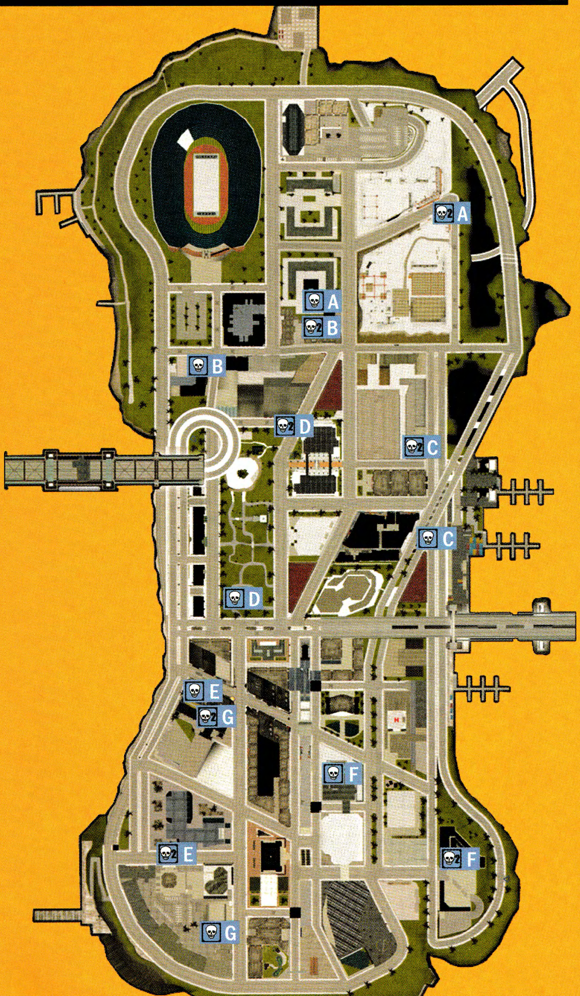
PORTLAND RAMPAGES

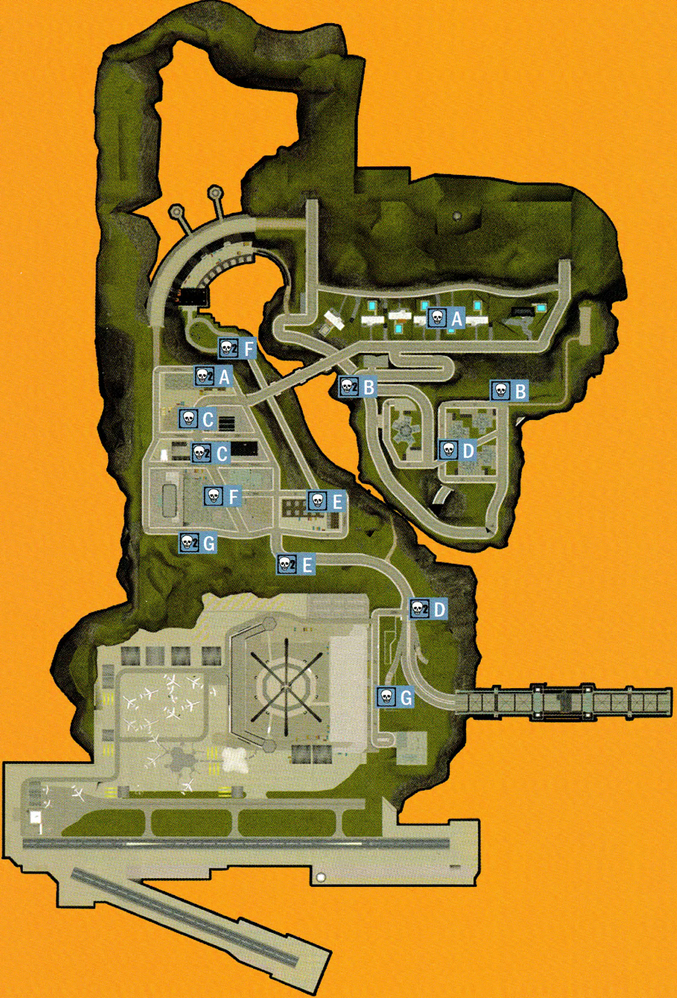
USING THE RAMPAGE MAPS

The letters next to each Rampage icon correspond to the strategy contained in the "Side Missions" chapter on page 186. The number "2" next to an icon refers to the alternate location of a Rampage if you fail it on the first try.



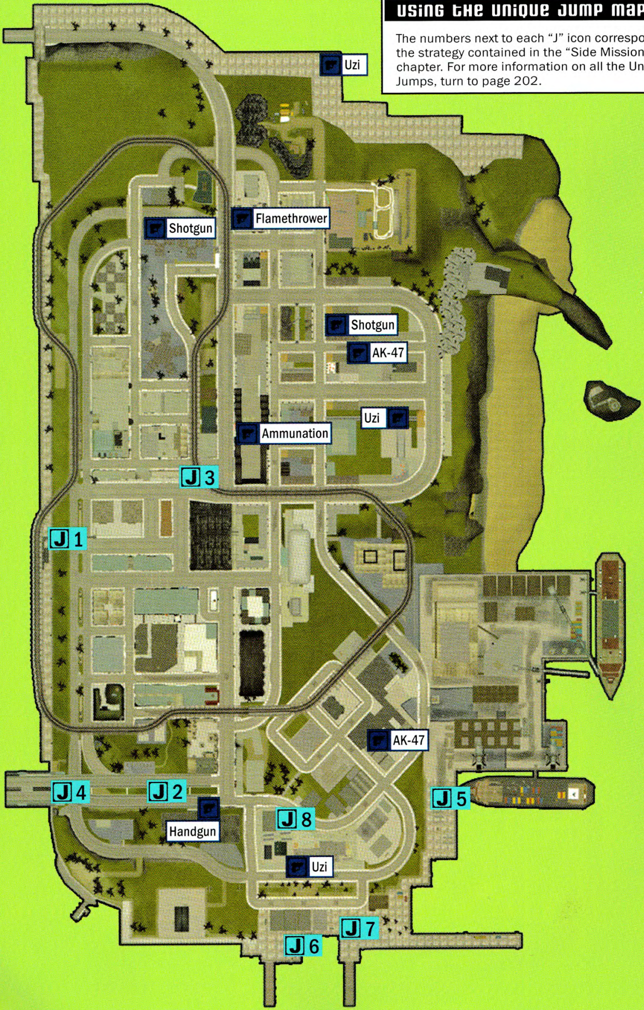
STAUNTON ISLAND RAMPAGES


2 A
A
2 B
B
2 D
2 C
C
D
E
2 G
F
2 E
2 F
G

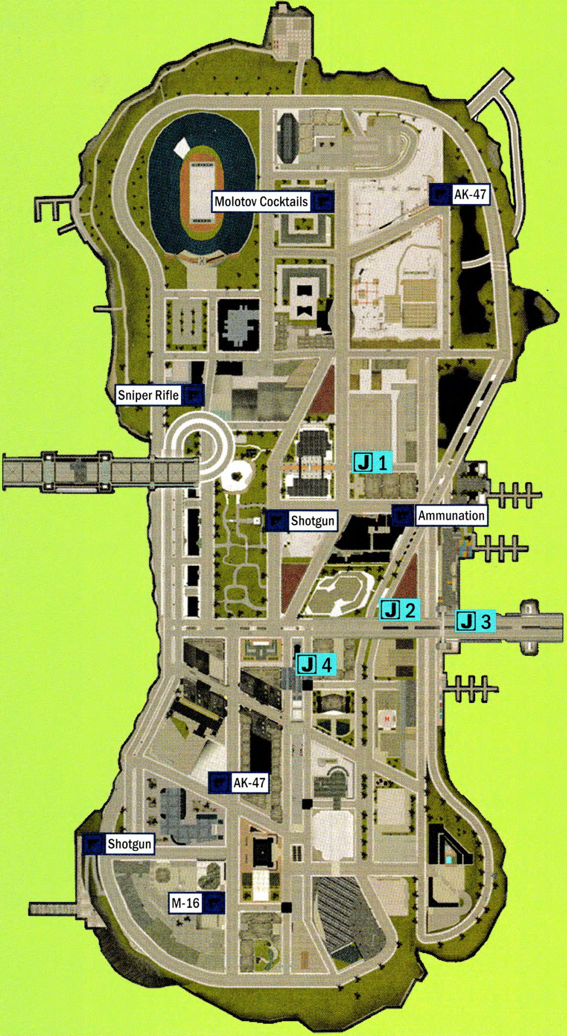

A
A
B
B
C
C
D
D
E
E
F
F
G
G

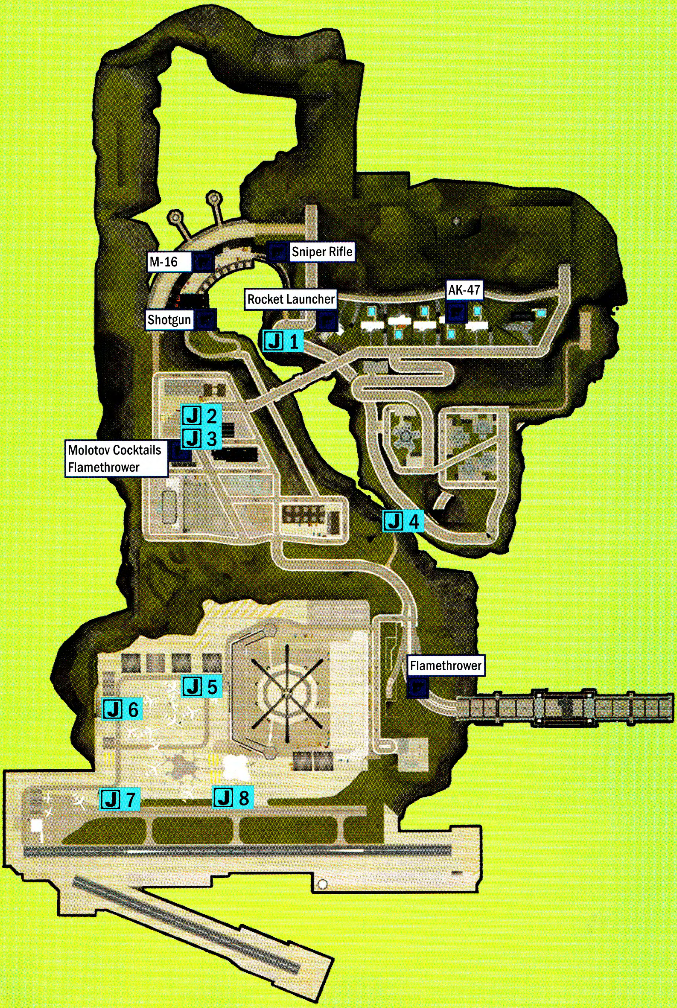
USING THE UNIQUE JUMP MAPS

The numbers next to each "J" icon correspond to the strategy contained in the "Side Missions" chapter. For more information on all the Unique Jumps, turn to page 202.

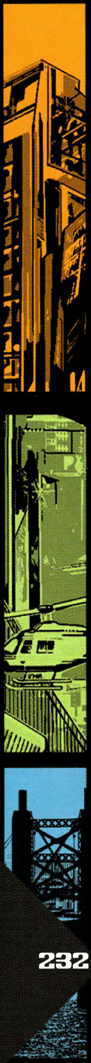

Uzi
Flamethrower
Shotgun
Shotgun
AK-47
Uzi
Ammunation
J 3
J 1
AK-47
J 4
J 2
J 5
Handgun
J 8
Uzi
J 7
J 6

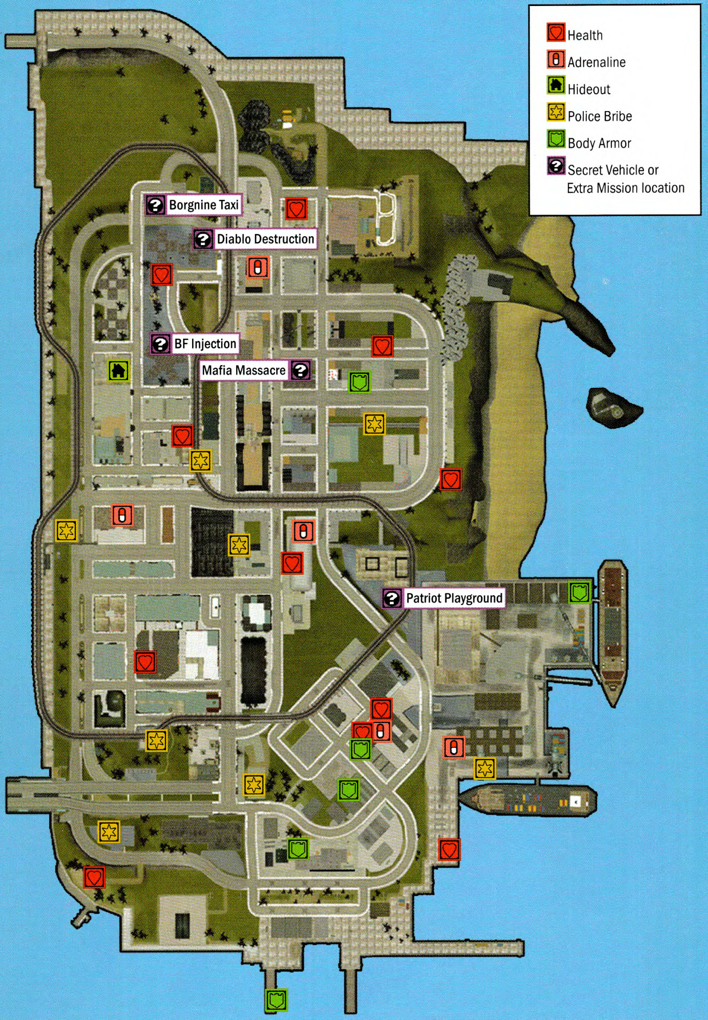
STAUNTON ISLAND UNIQUE JUMPS & WEAPONS


Molotov Cocktails
AK-47
Sniper Rifle
J 1
Shotgun
Ammunation
J 2
J 3
J 4
AK-47
Shotgun
M-16

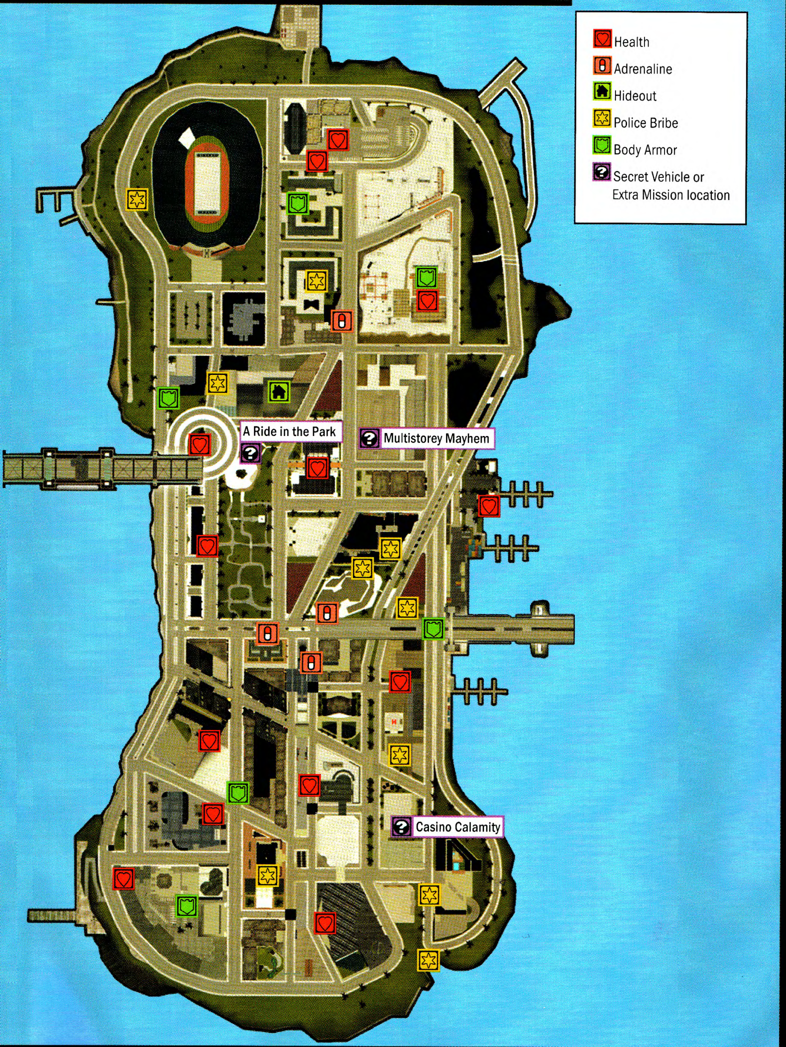

M-16
Sniper Rifle
Rocket Launcher
AK-47
Shotgun
J 1
J 2
J 3
Molotov Cocktails
Flamethrower
J 4
Flamethrower
J 5
J 6
J 7
J 8

PORTLAND POWER-UPS

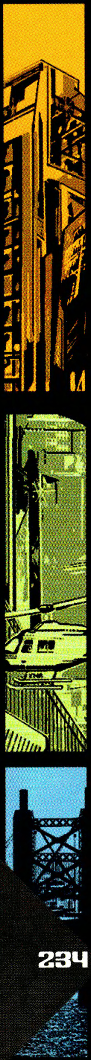


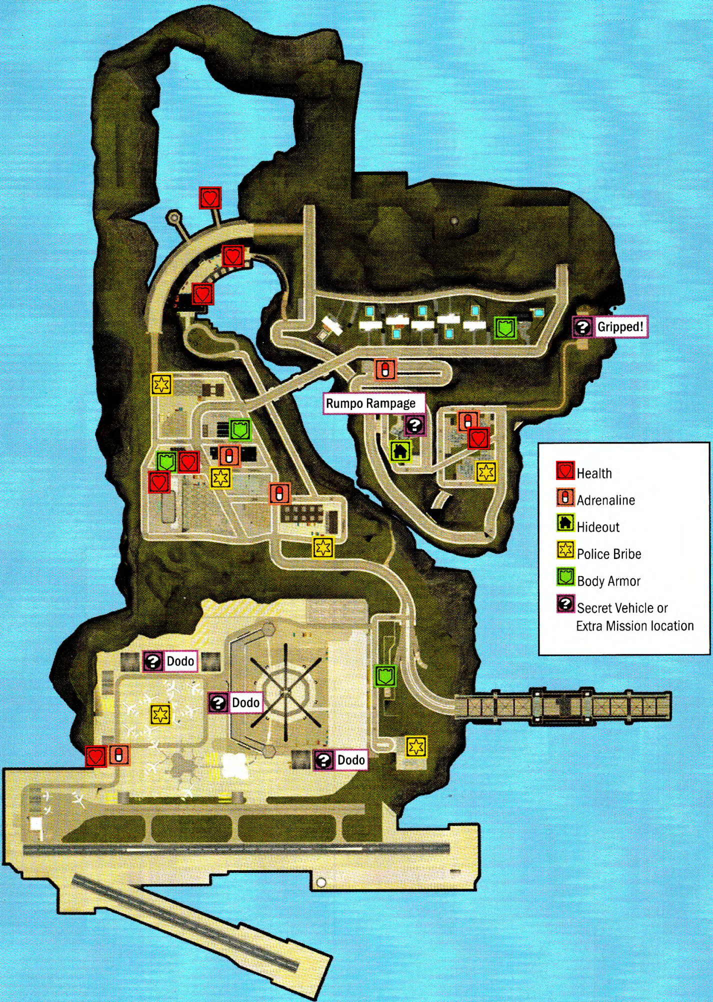

🟥 Health
🟥 Adrenaline
🟩 Hideout
🟨 Police Bribe
🟩 Body Armor
? Secret Vehicle or Extra Mission location
Borgnine Taxi
Diablo Destruction
BF Injection
Mafia Massacre
Patriot Playground

STAUNTON ISLAND POWER-UPS

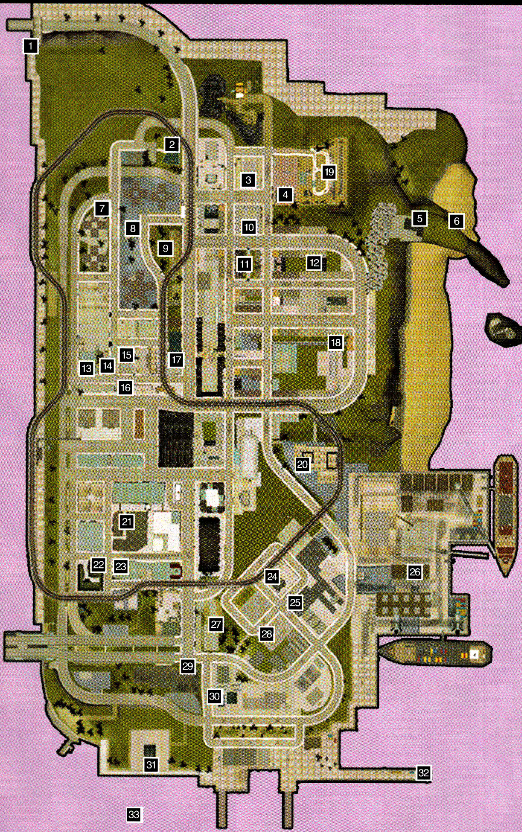

Health
Adrenaline
Hideout
Police Bribe
Body Armor
Secret Vehicle or Extra Mission location
A Ride in the Park
Multistorey Mayhem
Casino Calamity

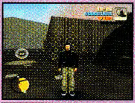
SHORESIDE VALE POWER-UPS




Gripped!
Rumpo Rampage
Dodo
Dodo
Dodo
🟥 Health
🟧 Adrenaline
🟩 Hideout
🟨 Police Bribe
🟩 Body Armor
🟪 Secret Vehicle or Extra Mission location

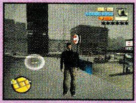
PORTLAND HIDDEN PACKAGES—33 packages



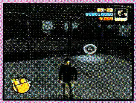


1 Harwood. Drive north to the end of the concrete pathway.

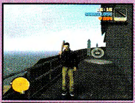
2 Harwood. Hop onto the El Train tracks and proceed to Harwood. Jump from the tracks onto the roof of Head Radio station.



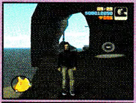
3 Saint Mark's. Walk along the concrete walls until you can jump onto a rooftop, then jump onto the rooftop of the AMco Gas Station building.



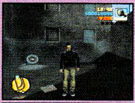
4 Saint Mark's. Break through the glass windows of Easy Credit Autos.



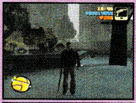
5 Portland Beach. In the small corridor behind Salvatore's mansion.



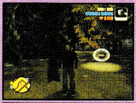
6 Portland Beach. On a grassy ledge above the beach and below Salvatore's back balcony.



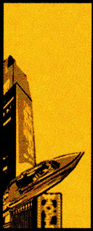
7 Hepburn Heights Towers. In the furthest part of this area.

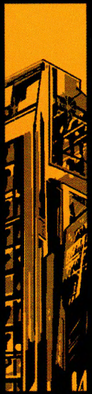


8 Hepburn Heights Towers. In the circular structure in the middle of the lot near the El Burro phone.

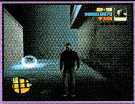


9 Hepburn Heights. In the small grassy area with lots of trees.

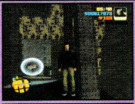




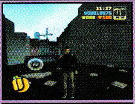
PORTLAND HIDDEN PACKAGES



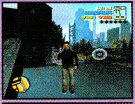
10 Saint Mark's. One block due south of AMco Gas Station. It's in a small alley in the rear of the building.



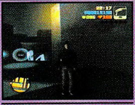
11 Saint Mark's. Atop a rubble pile in the building that faces the large pot-holes.



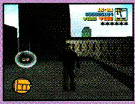
12 Saint Mark's. Enter the small opening (a grassy area with park benches) and run over the small rooftop to the area below.



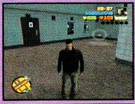
13 Red Light District. Take the stairs to the rooftop of Luigi's Sex Club 7 and jump to the next roof over.



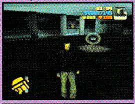
14 Red Light District. Take the stairs to the rooftop of Luigi's Sex Club 7.



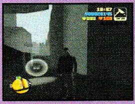
15 Red Light District. Take the stairs in the alley across from Joey's Sex Club. It's on the rooftop.



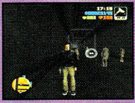
16 Chinatown Subway. Near bathrooms on the middle level.



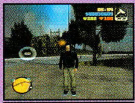
17 Red Light District. Smash through the glass windows of the Rush Construction Company building.



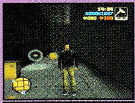
18 Saint Mark's. About one block south of Mama's restaurant. Follow the long, narrow alleyway.



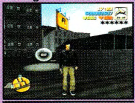
19 Saint Mark's. Enter the train tunnel near 8-Ball's. Take the tunnel to the bums, who surround it.



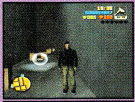
20 Portland View. Hop onto the El Train tracks and go to Portland View. Then jump down onto of the rooftop of the Supasave.



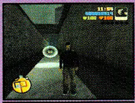
21 Chinatown (market). In an alley behind Hong Hung Inc.



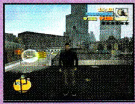
22 Chinatown. Find the building with the Punk Noodles sign. Then take the stairs in the alley to the rooftop. The Rockstar bill-board is on the building across the street.



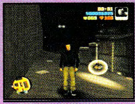
23 Chinatown. In the alley-way behind the Roast Peking Duck building.



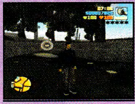
24 Trenton. In the back part of the Bitch 'n' Dog Food Factory (next to Joey's place).



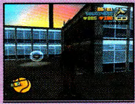
25 Trenton. Hop onto the El Train tracks and take it to Trenton and the Liberty Phamaceuticals building. Walk onto the extended girder and jump onto the rooftop.



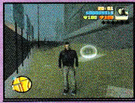
26 Portland Docks. Take the stairs to the rooftop of the building near the Colombian's ship. Then jump from the rooftop to the awning of the next building.



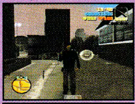
27 Trenton. Near the build-ing diagonal from Joey's. It's in the far back corner.



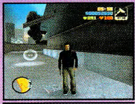
28 Trenton. In the parking lot of the AM Petroleum Company.



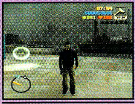
29 Callahan Point. Behind the concrete wall of the large building nearest Callahan Bridge. Look for the billboards.



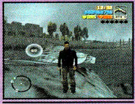
30 Trenton. From the bus terminal, hop onto the con-crete wall and jump into the Trenton Sawmill lot. Then hop onto the dirt mound and run across the rooftops to the end.



31 Callahan Point. In the rear of the Turtle Head Fish Co. To gain entry, use a Triad Fish Van (the one that says Belly-Up on the side).

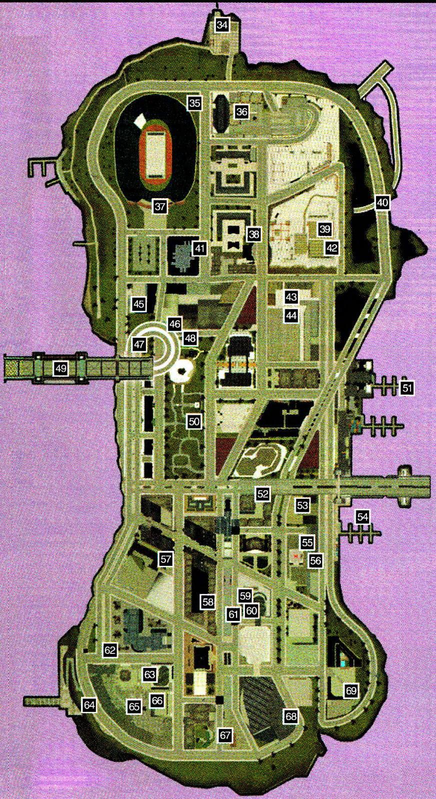


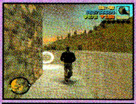
32 Atlantic Quays. At the far end of the concrete dock.



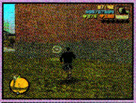
33 Rock island south of Portland. Use boat to dock on rocks.

STAUNTON ISLAND HIDDEN PACKAGES—36 packages

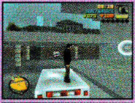




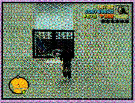
34 Rockford. Northwest corner of Phil's Army Surplus. Between corner of building and seawall.



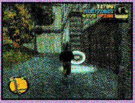
35 Aspatria. Base of Stadium behind Rockstar billboards.



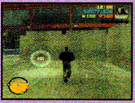
36 Rockford. On hospital's low rooftop. Park an ambulance next to the side of the building, get out, and use it to jump to the rooftop.



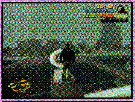
37 Aspatria. Top of the Stadium's main entrance stairs.



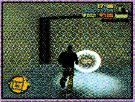
38 Liberty Campus. East side of south university. Hidden by high road embankment.



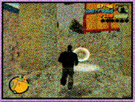
39 Fort Staunton. Construction site, small building, second level in a small unfinished room.



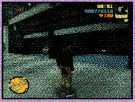
40 Fort Staunton. On top of small girder bridge. Walk off the road and onto the slopped girder. Using chopper view helps navigate the narrow girders.



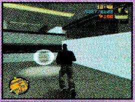
41 Aspatria. Use a Cartel Cruiser to open the Colombian Cartel's parking lot gate. Package is in east garage.



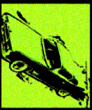
42 Fort Staunton. Building south of Package #39. Outside on the ground along the east wall hidden by road embankment.



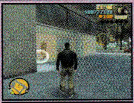
43 Newport. In a garage in the alley beside Carpark and near 8-Ball's shop and Pay'n'Spray.



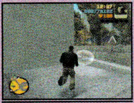
44 Newport. On the second level of the Carpark near an ascending ramp.



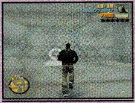
STAUNTON ISLAND HIDDEN PACKAGES



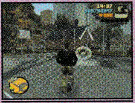
45 Belleville Park. Alley between Fire Station and Uncle BJ's Deli and Grocery.



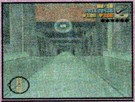
46 Belleville Park. On rooftop of Uncle BJ's *EAST* Deli and Grocery. Drive off the northeast side of curvy bridge that leads to Shoreside Vale.



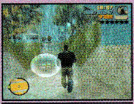
47 Belleville Park. Near the back highway wall under the upper-deck highway that leads to Shoreside Vale.



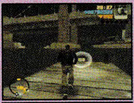
48 Belleville Park. On the basketball court.



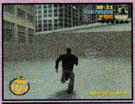
49 This is the only package that must wait until Shoreside Bridge is operational. Located above the drawbridge. Jump up to the center median and ride the bridge up to reach the package.



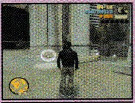
50 Belleville Park. In the park under small bridge.



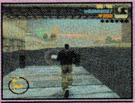
51 Newport. On the pier south of Asuka's pier. Located on the end of the third right dock.



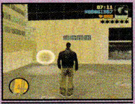
52 Newport. In the back of L-shaped alleyway behind recessed locked garage.



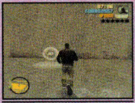
53 Newport. Top of stairs, building north of Police Station.



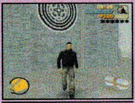
54 Newport. Pier south of Callahan Bridge on end of second left dock.



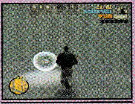
55 Torrington. Use a police car to open the electric gate to the back parking lot. Package next to building in small parking lot.



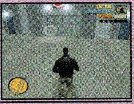
56 Torrington. Exit small fenced in parking lot at police station and follow narrow underground path. Past the Police Bribe, take a left.



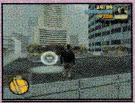
57 Bedford Point. Behind the Cathedral in a small nook on the southeast side near the large white building.



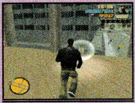
58 Bedford Point. End of long narrow alleyway beside the Hyaku dojo building.



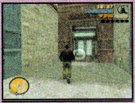
59 Bedford Point. Underground parking garage of the AMco building, near the elevator.



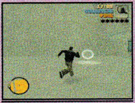
60 Torrington. Take the stairs of the AMco building to the highest level.



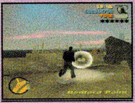
61 Bedford Point. Upstairs in the smashable glass building across the street from the AMco building.



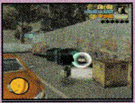
62 Bedford Point. In front of projects apartment, in recessed front door (red building) facing west.



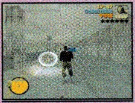
63 Bedford Point. Use stairs near underground parking garage. Jump onto ledge and then onto the higher rooftop.



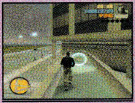
64 Bedford Point. Behind boulders before the pier.



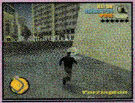
65 Bedford Point. Between dumpster and cardboard boxes in large parking lot in the projects.



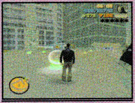
66 Bedford Point. Underground parking garage near projects parking lot.



67 Bedford Point. On top of the pedestrian bridge, one block west of Love Media building.

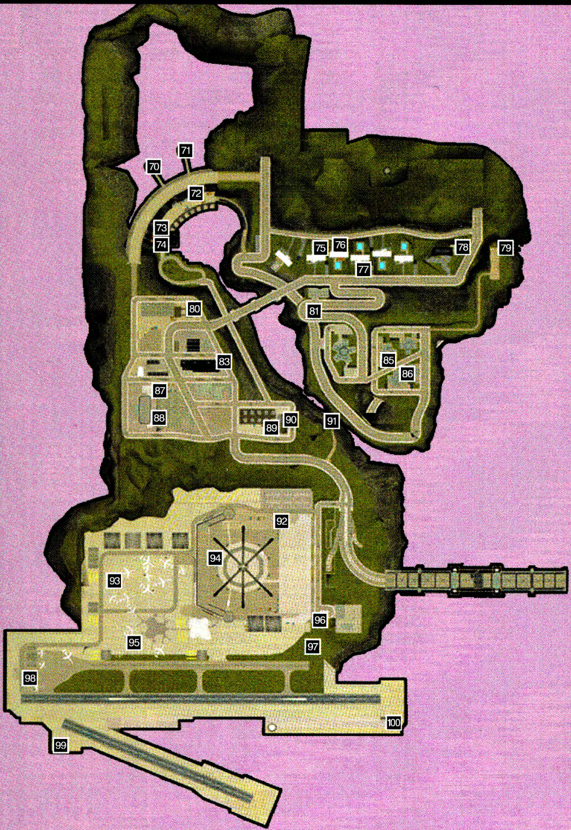


68 Torrington. Behind huge Star sculpture on the dark marble stairs in front of large building.



69 Torrington. On top of Kenji's Casino on the helipad; take the stairs all the way up to the south rooftop.

SHORESIDE VALE HIDDEN PACKAGES—31 PACKAGES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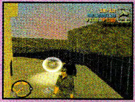
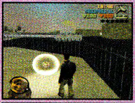
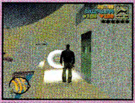


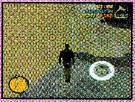
70 Cochrane Dam. On walkway behind west dam dome.



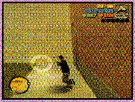
71 Cochrane Dam. On walkway behind east dam dome.



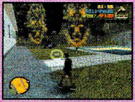
72 Cochrane Dam. First dam tower.



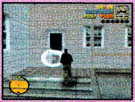
73 Cochrane Dam. On top of the helipad.



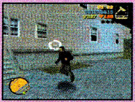
74 Cochrane Dam. In the corner near canyon wall.



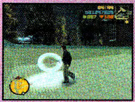
75 Cedar Grove. Behind the second fancy house.



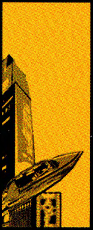
76 Cedar Grove. Front porch of third fancy house.



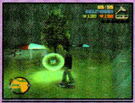
77 Cedar Grove. Front porch of fourth fancy house.



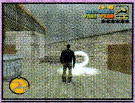
78 Cedar Grove. Use a Cartel Cruiser to open the gate to the Colombian mansion. Package is in empty pool.



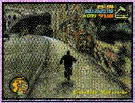
SHORESIDE VALE HIDDEN PACKAGES



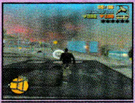
79 Cedar Grove. Between picnic tables and hillside near the water.



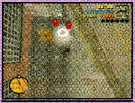
80 Cochrane Dam. Use the Undercover Storage Co.'s ramp to reach the back wall. Follow the ledge to reach the Fudge Packing Co rooftop. Walk along the narrow connecting bridge to second rooftop. Drop down into fenced in area to get the package.



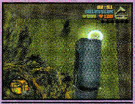
81 Cedar Grove. In graffiti overpass near Porter Tunnel.



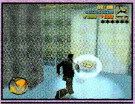
82 Pike Creek. Behind the Police Station. Jump over short wall to the top of the police garage.



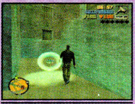
83 Pike Creek. Behind building in fenced in area with small opening near the street wall.



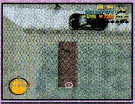
84 Wichita Gardens. Behind Hideout, between corner billboards and Toyz Van.



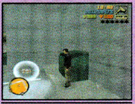
85 Wichita Gardens. Entrance to apartment building.



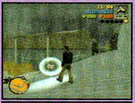
86 Wichita Gardens. In small area between apartment buildings.



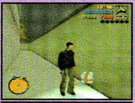
87 Pike Creek. On a red container in lot east of the hospital.



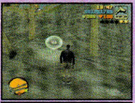
88 Pike Creek. In narrow alley behind the hospital.



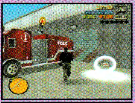
89 Pike Creek. Use the stairs of the Turtle Head building and follow the rooftop to the adjacent building. Jump to slanted awning of adjacent building.



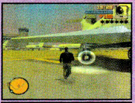
90 Pike Creek. In narrow alleyway behind Turtle Head storage building.



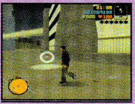
91 Wichita Gardens. Under twisted wooden bridge near airport.



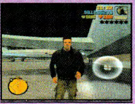
92 Francis Intl. Airport. Next to the fire truck at the airport.



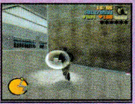
93 Francis Intl. Airport. West end of parked planes, under the wing of a plane.



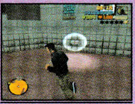
94 Francis Intl. Airport. Enter the small opening in the wall near the firetruck to drive beside the control tower dome.



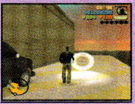
95 Francis Intl. Airport. Under an airplane in the south tarmac area.



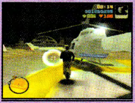
96 Francis Intl. Airport. Between the front of the airport and the subway entrance behind the billboards.



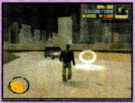
97 Francis Intl. Airport. Subway, lowest level.



98 Francis Intl. Airport. Lower level of south runway near the water.



99 Francis Intl. Airport. On helipad near helicopter on southwest tarmac.



100 Francis Intl. Airport. End of the long runway on the lower level near the water.